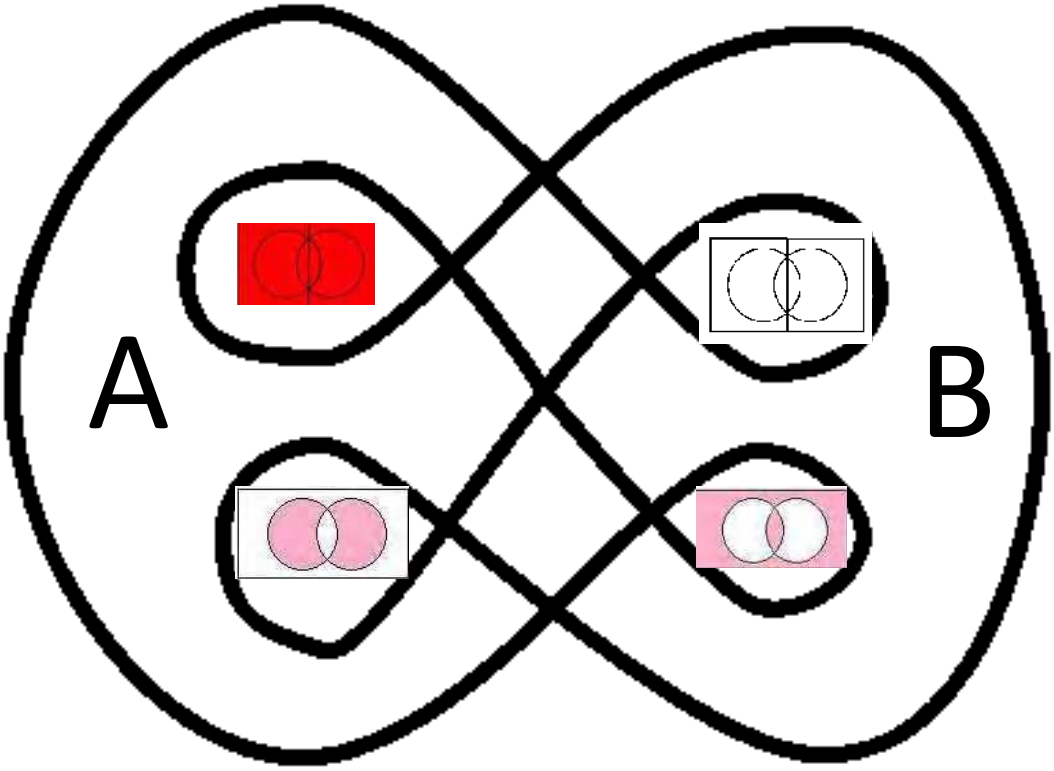
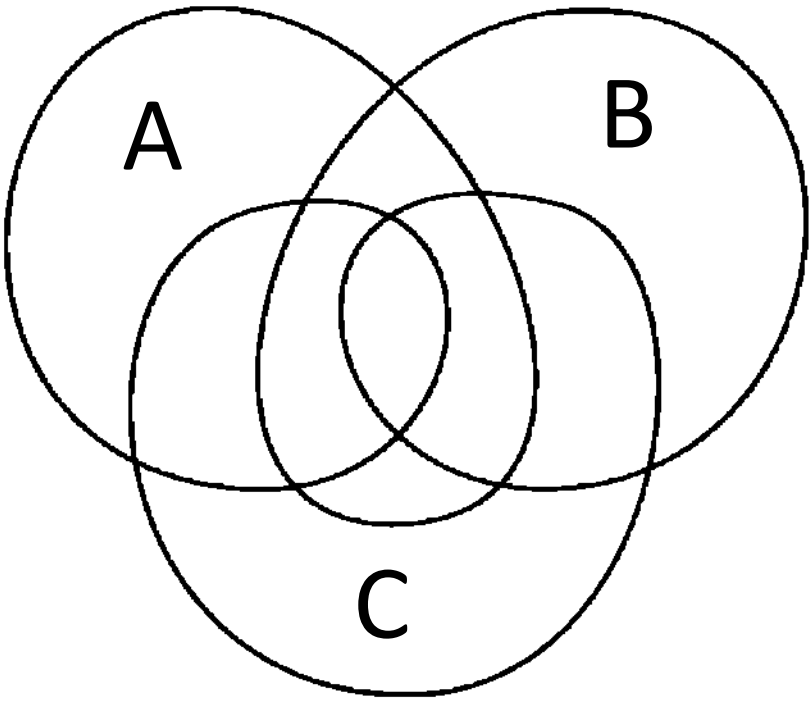
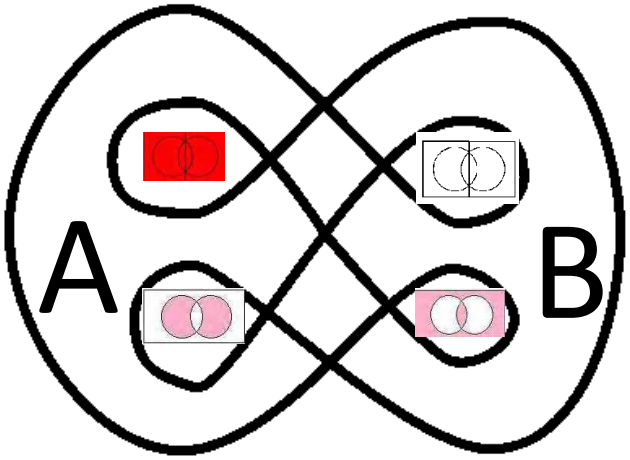


Logic of the Great, Logic of the Wise

Fedorchenko Mikhail Valerevich ∴ΩN





Logic of the Great, Logic of the Wise
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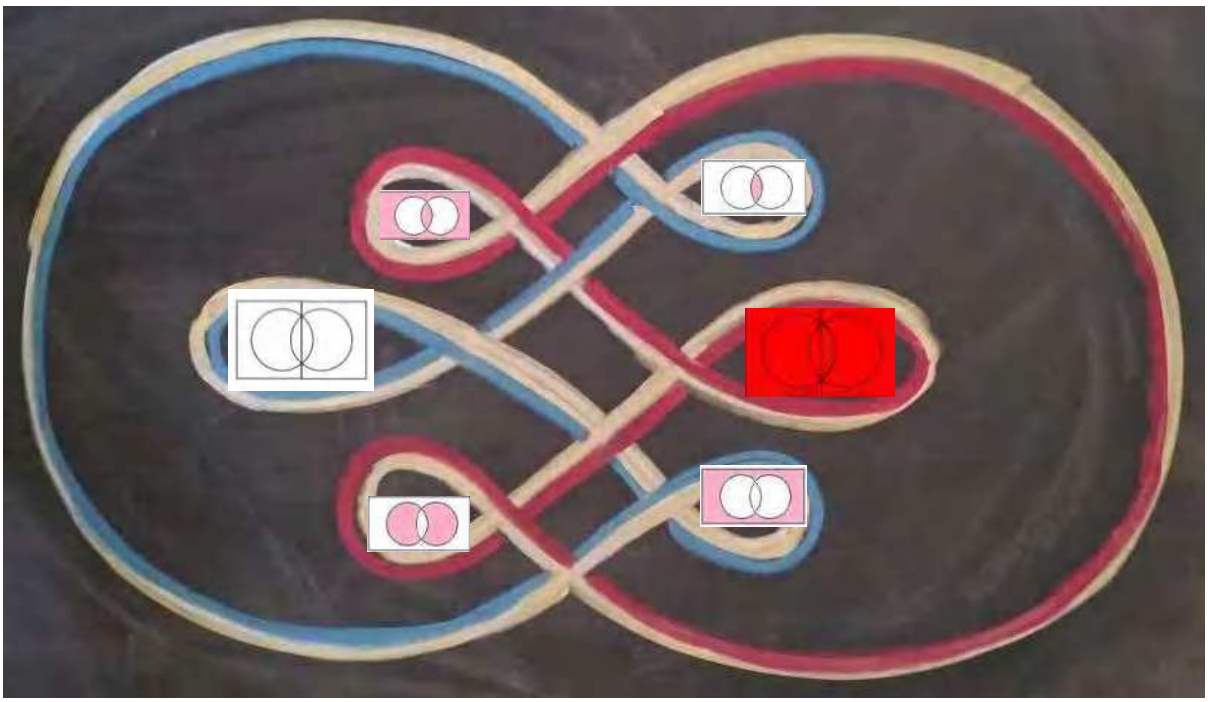
Чтобы владеть Миром, надо быть неотъемлемой частью Действительности, Мира и Вселенной.

To own the World, one must be an integral part of Reality, the World and the Universe.



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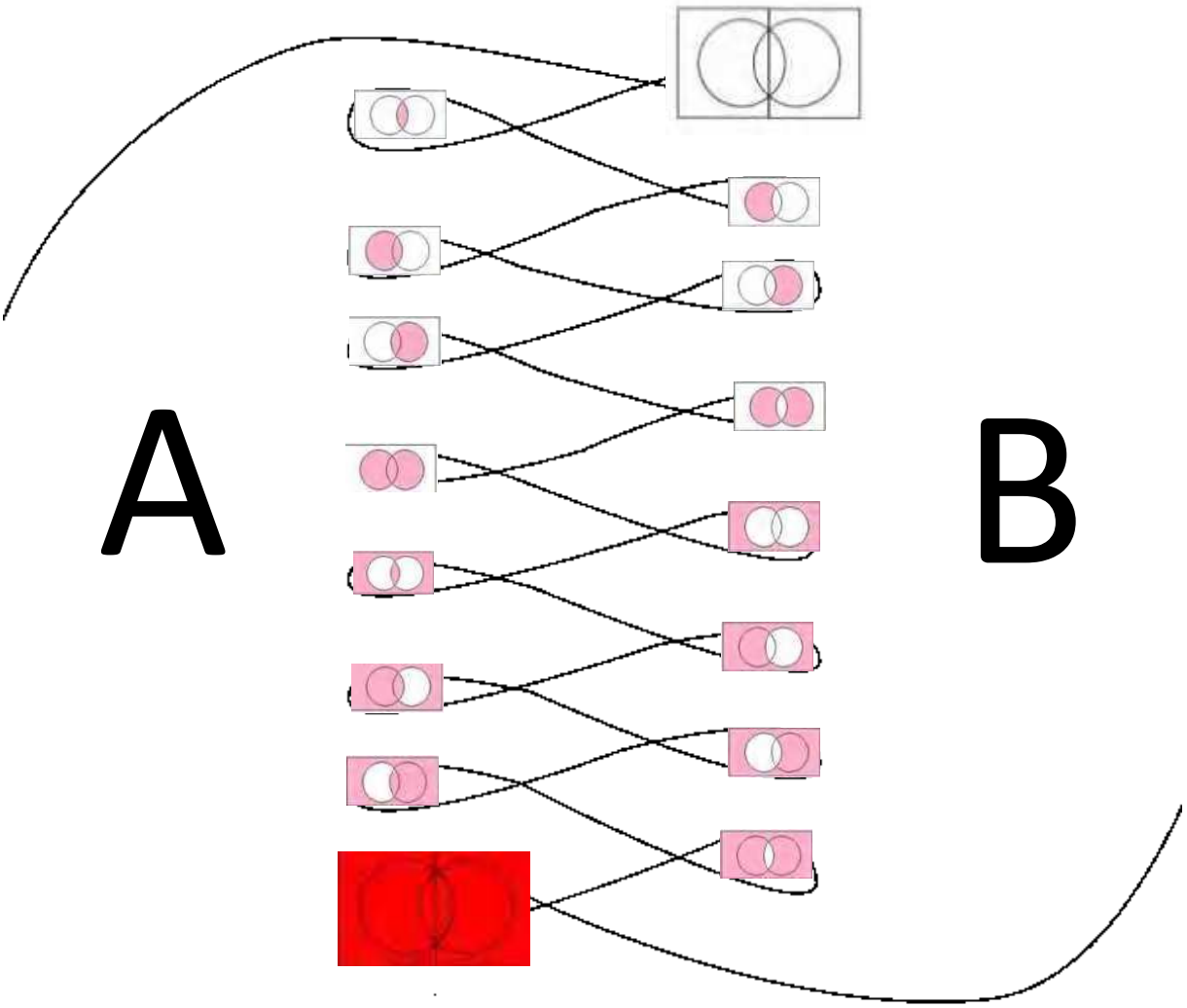

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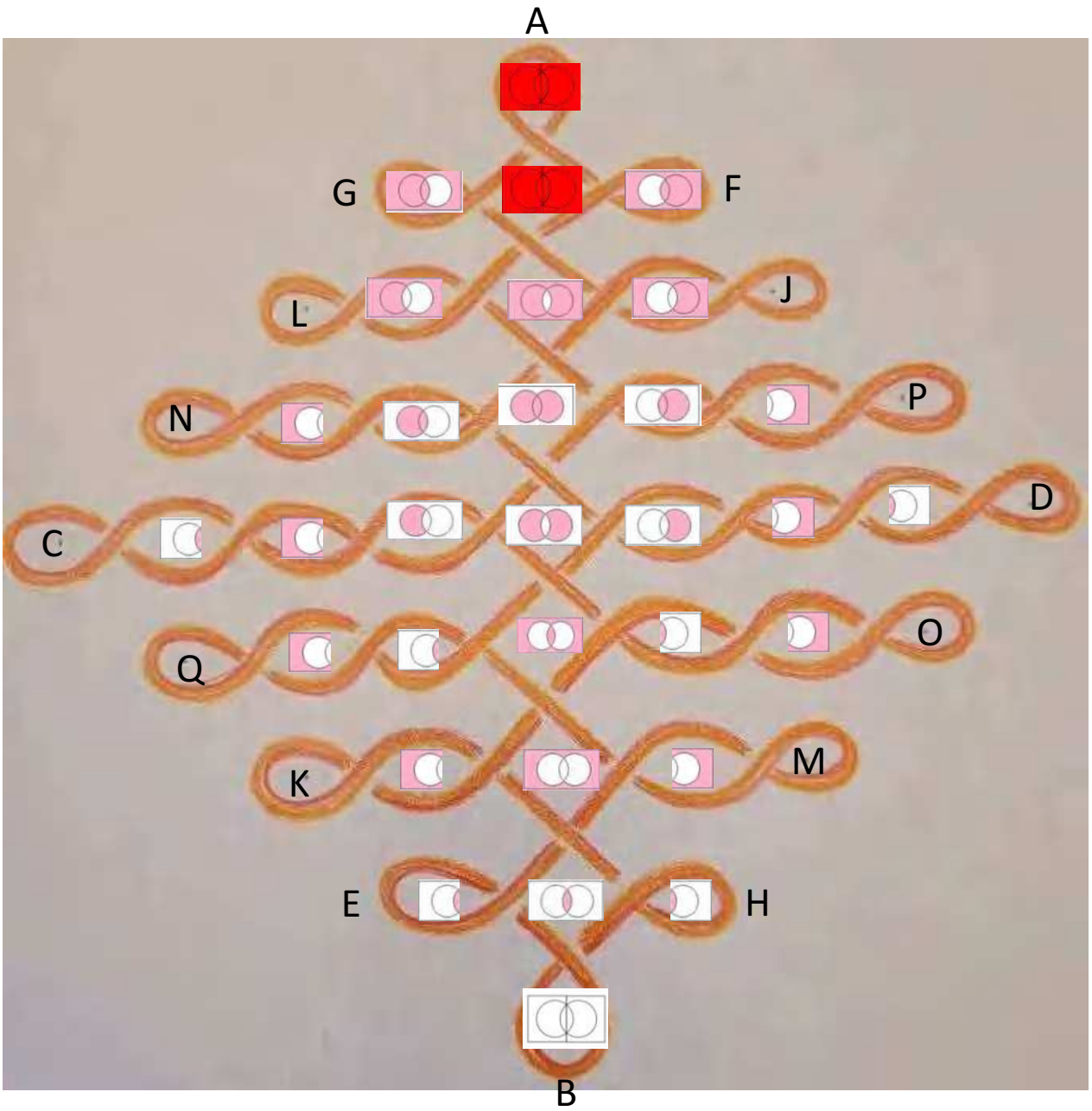

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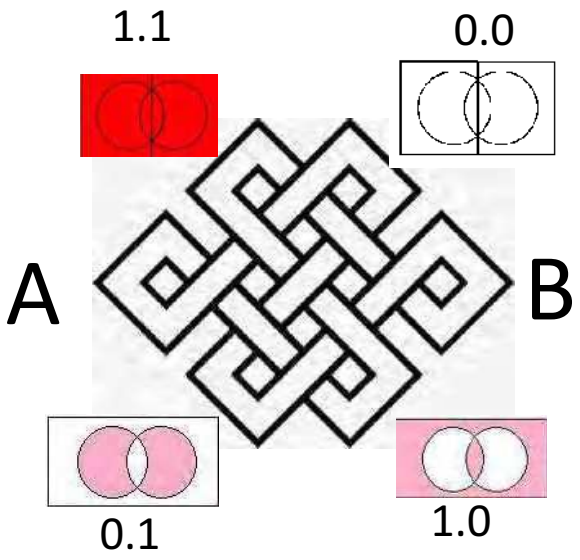
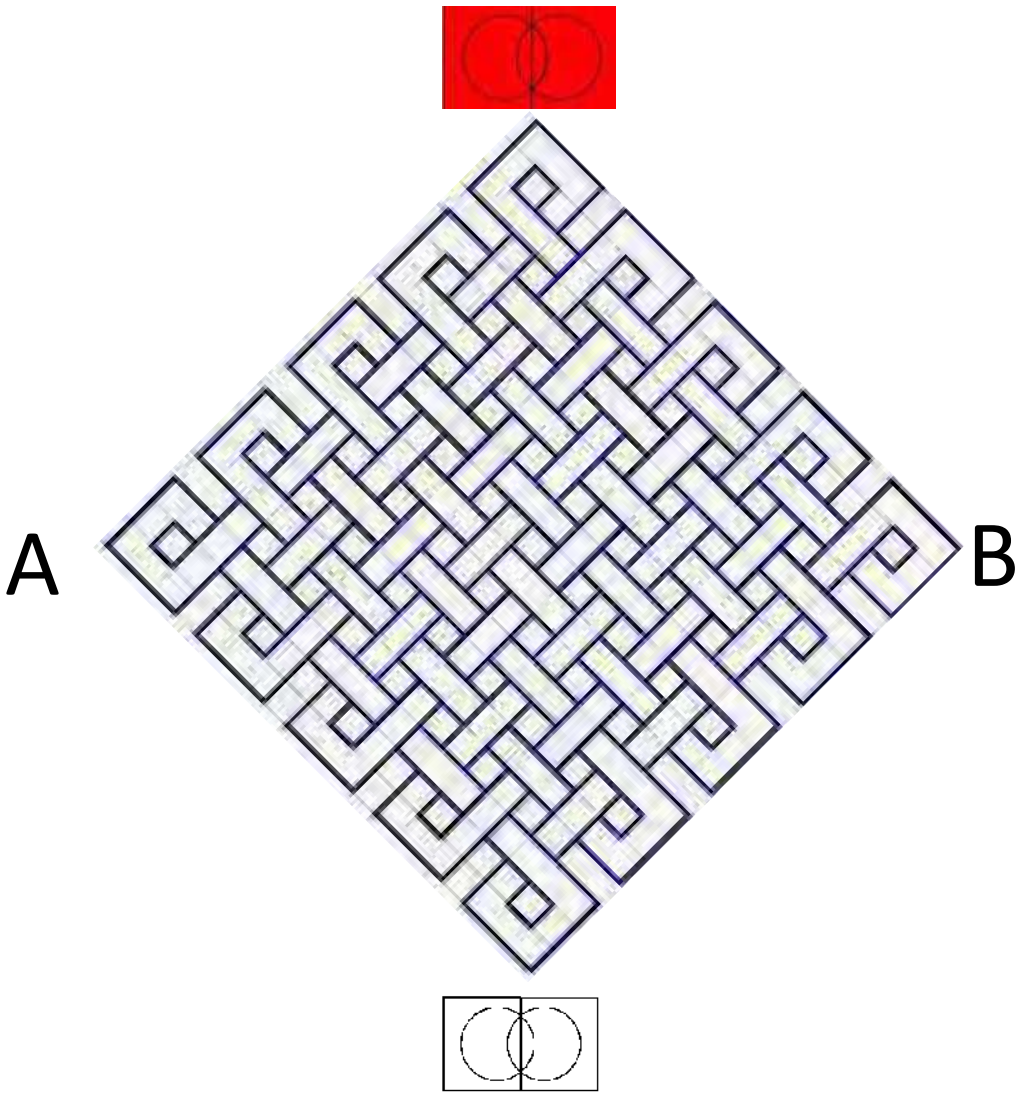
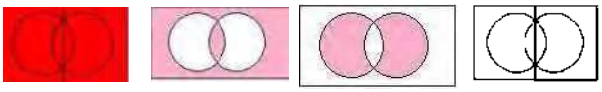
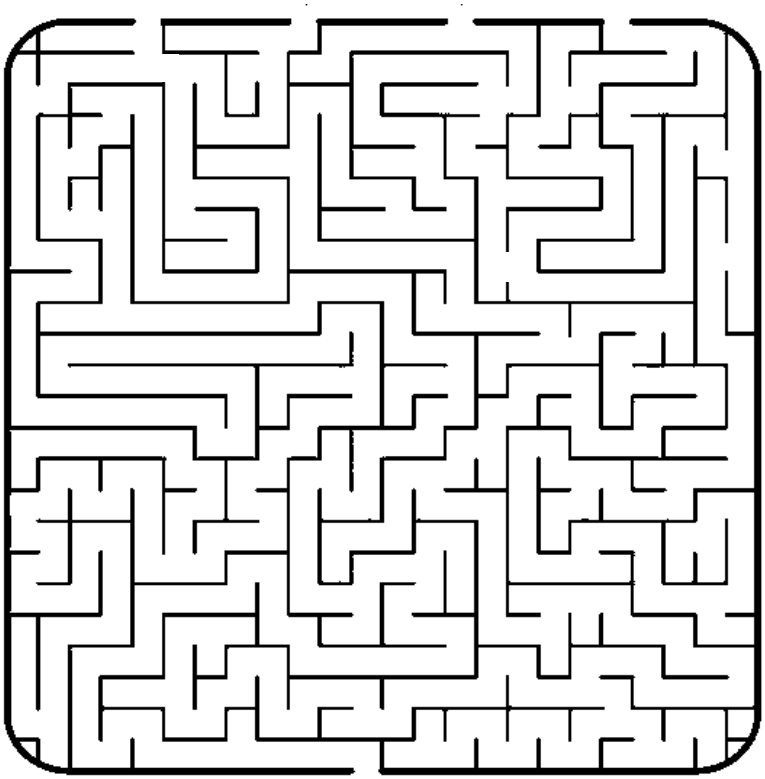




Fedorchenko Mikhail Valerevich
Это связь с Жизнью и Мудростью.
This is the connection with Life and Wisdom.





God is exist

Logic of the Great, Logic of the Wise
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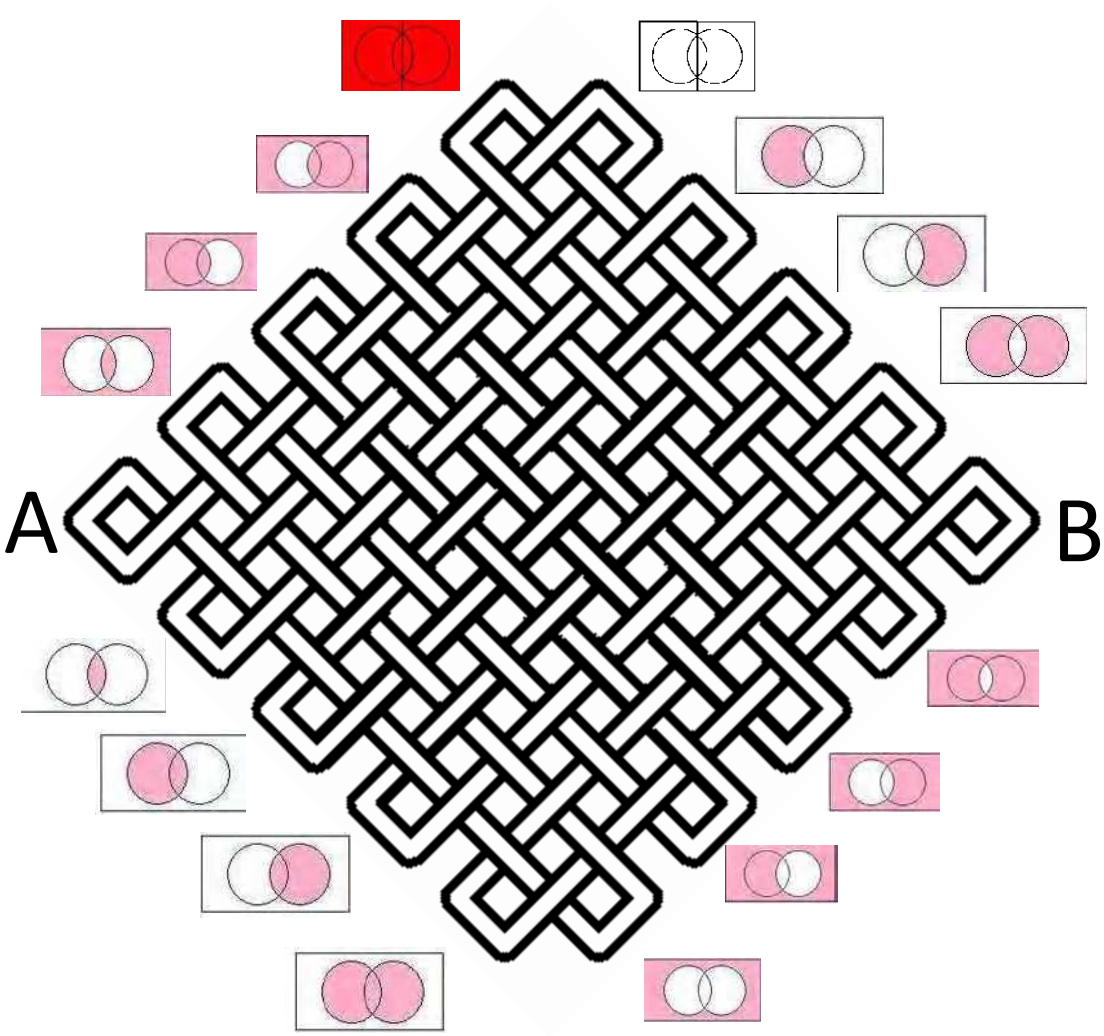

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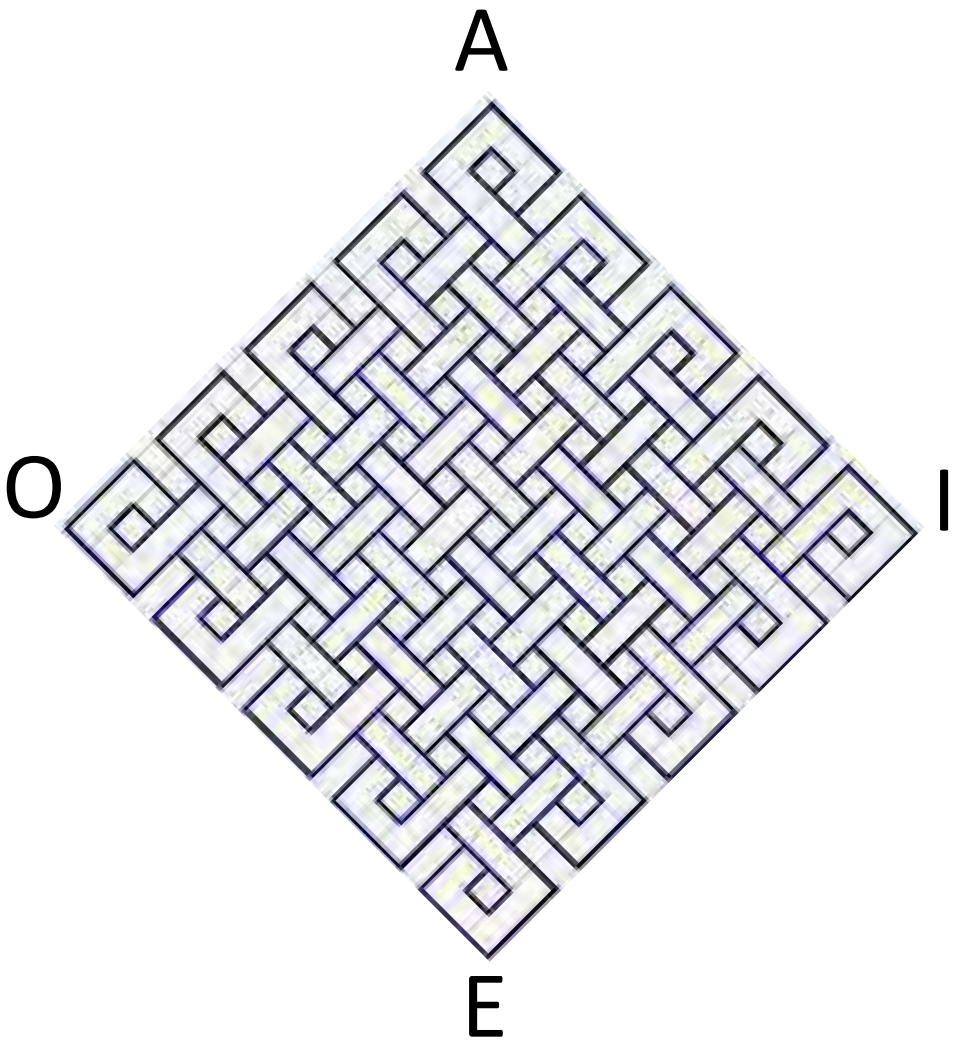

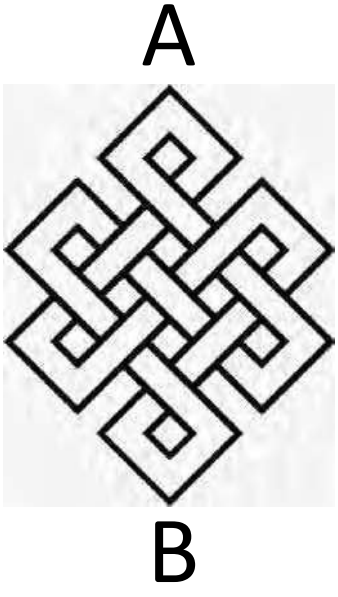

Logic of the Great, Logic of the Wise

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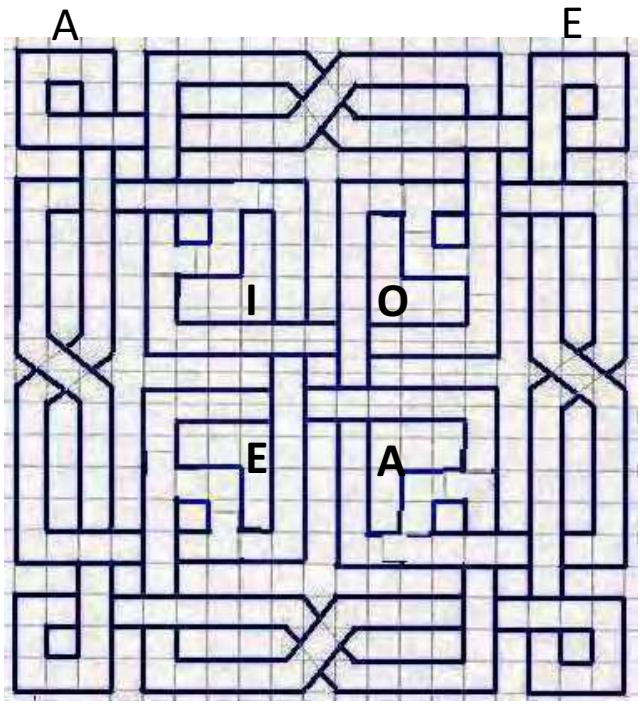
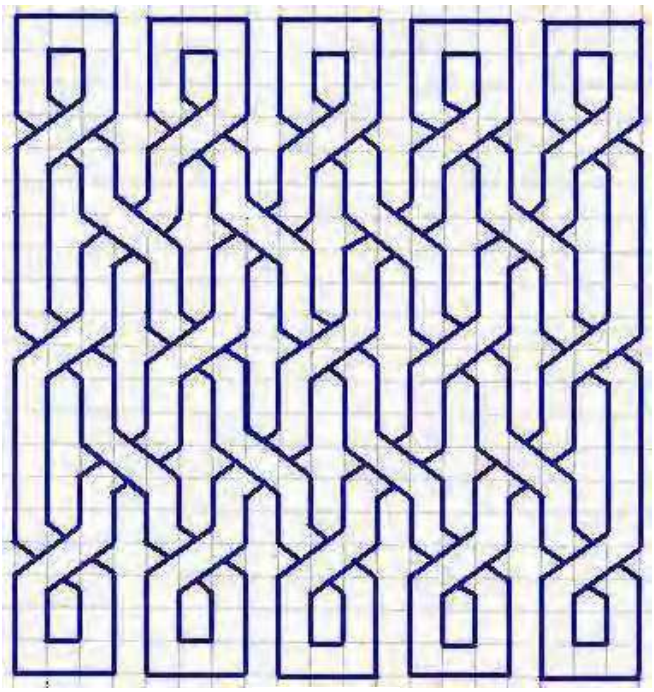
Models Logical Reasoning



A O I E



E I O A

Если логика Пифагорейцев - это пересечения, то, логика Великих, - это логика переходов и переплетений.

If the logic of the Pythagoreans is intersections, then the logic of the Great Ones is the logic of transitions and interweaving's.

Logic of the Great, Logic of the Wise
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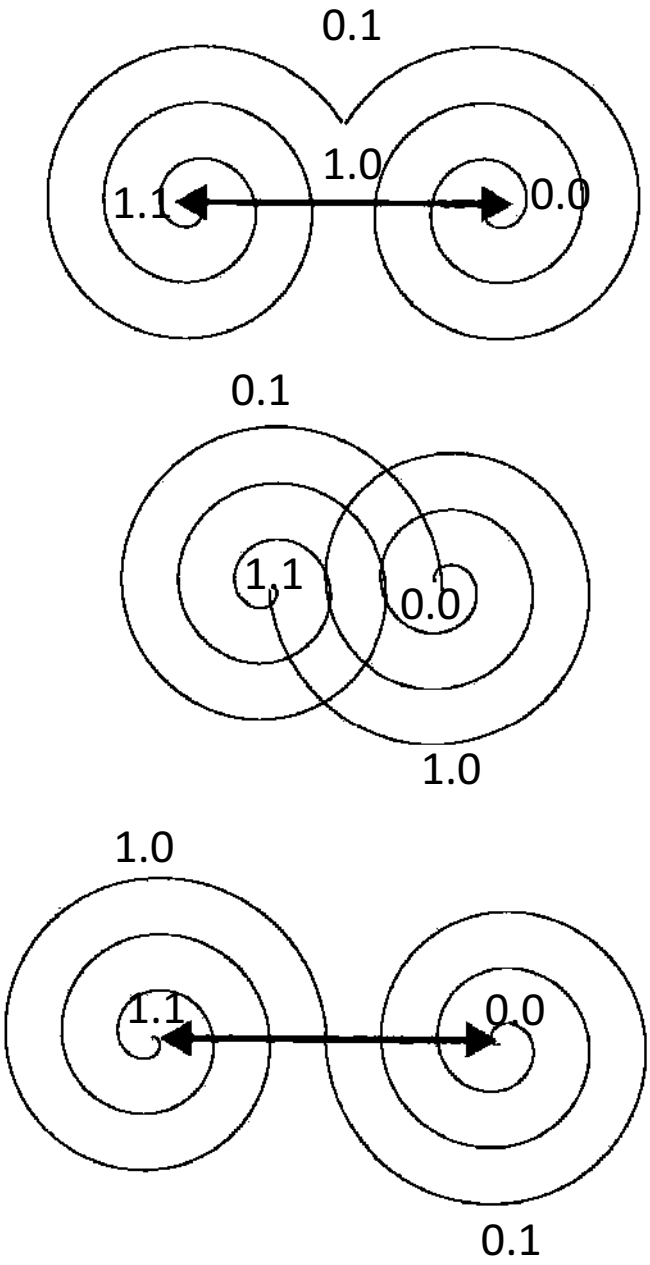
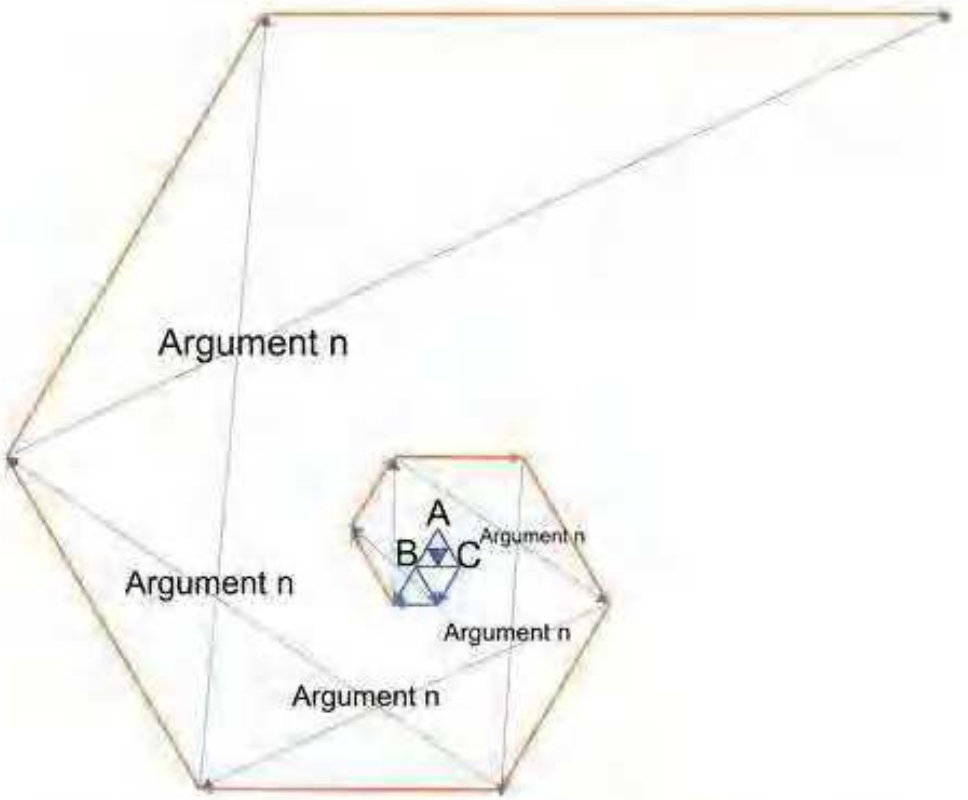
The Polemic of the Truth and the Delusional

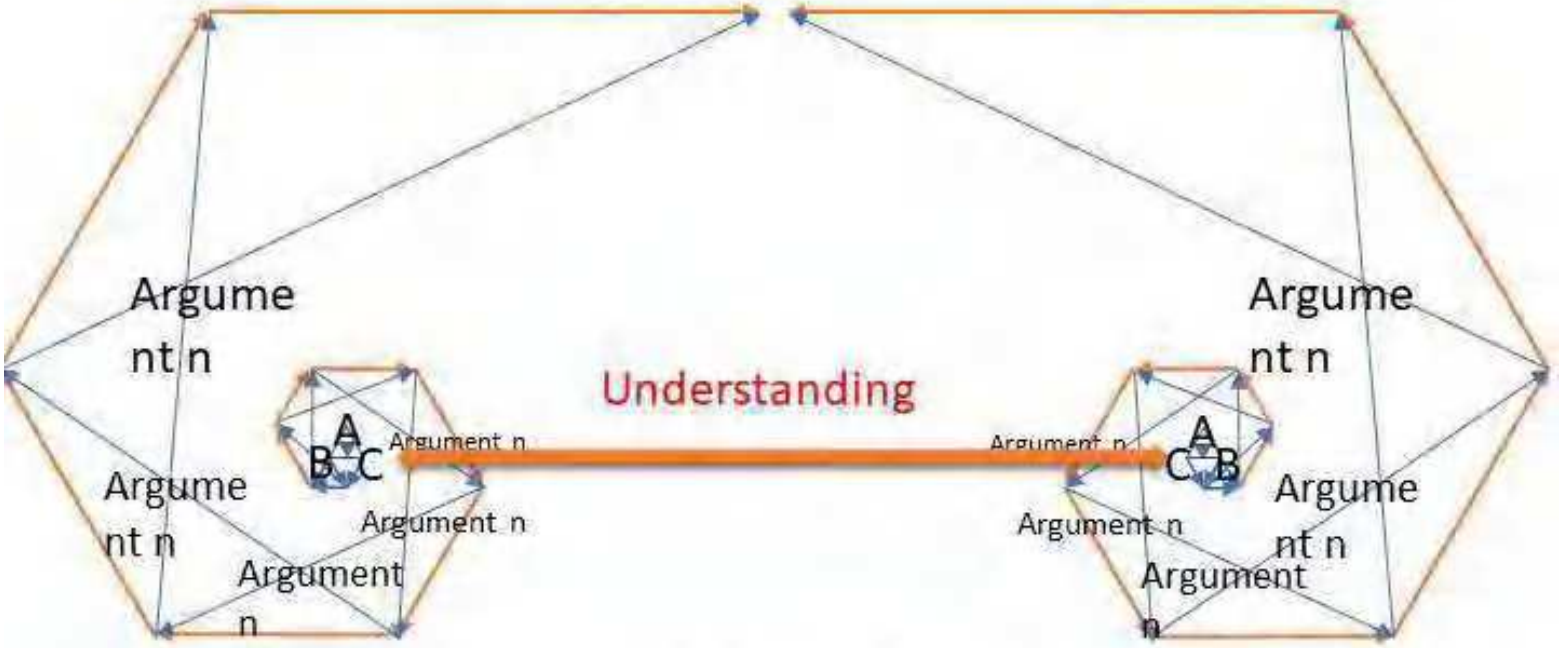


Pythagorean Logic + Logic of the Greats ->
Diagram of Heron (Fedorchenko M.V.)

The spiral of reasoning construction

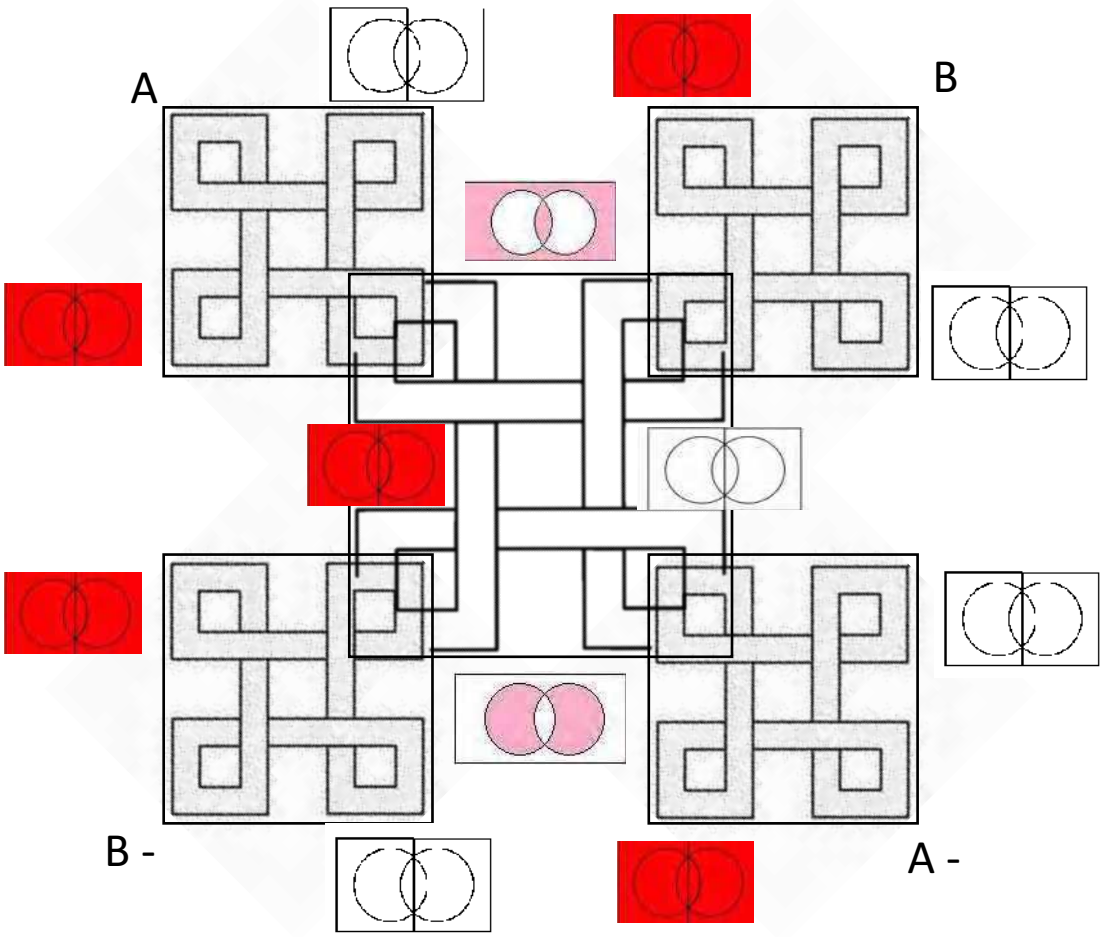


Statement



Федорченко Михаил Валерьевич

Statement



Logic of the Great, Logic of the Wise

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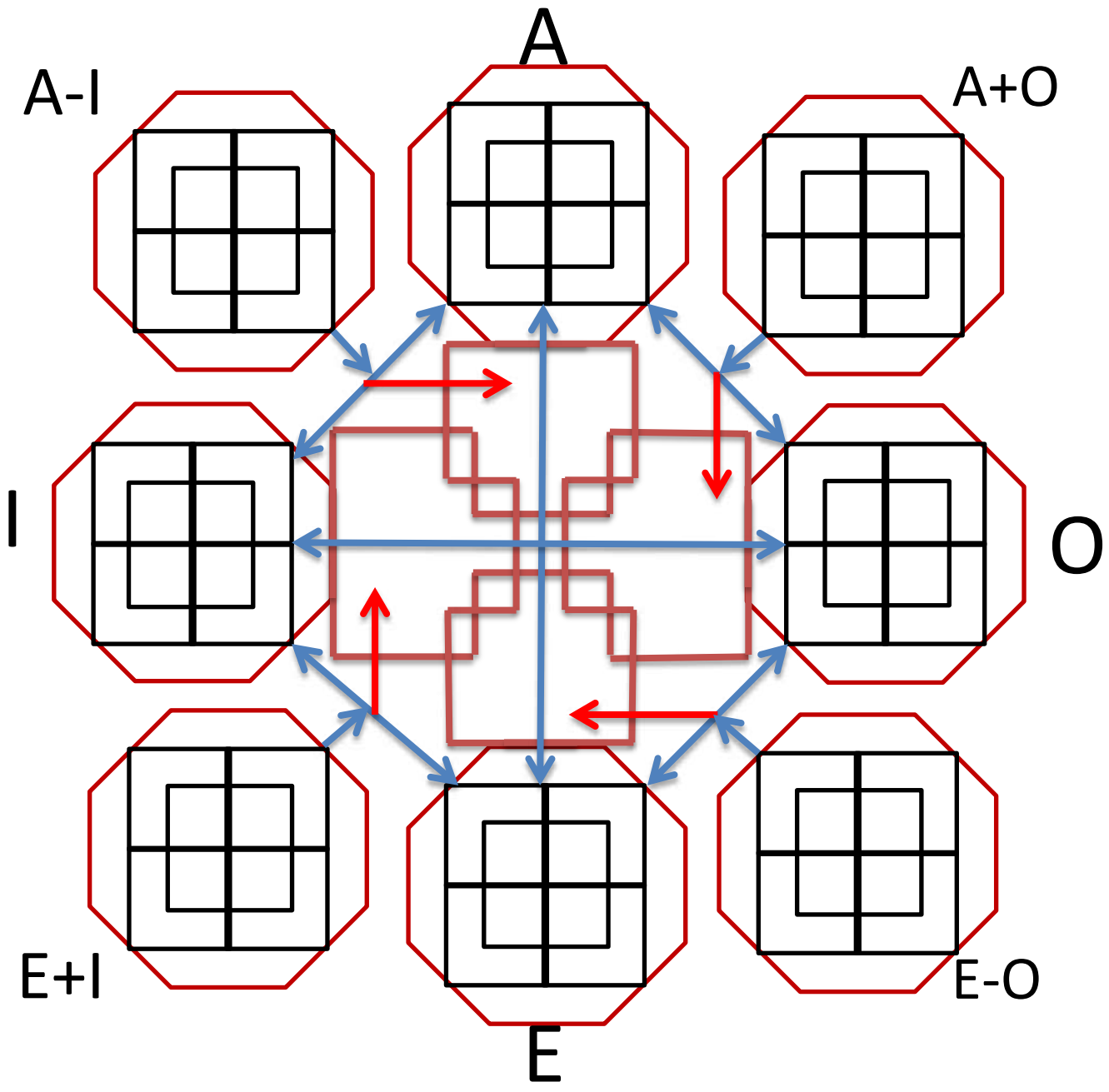

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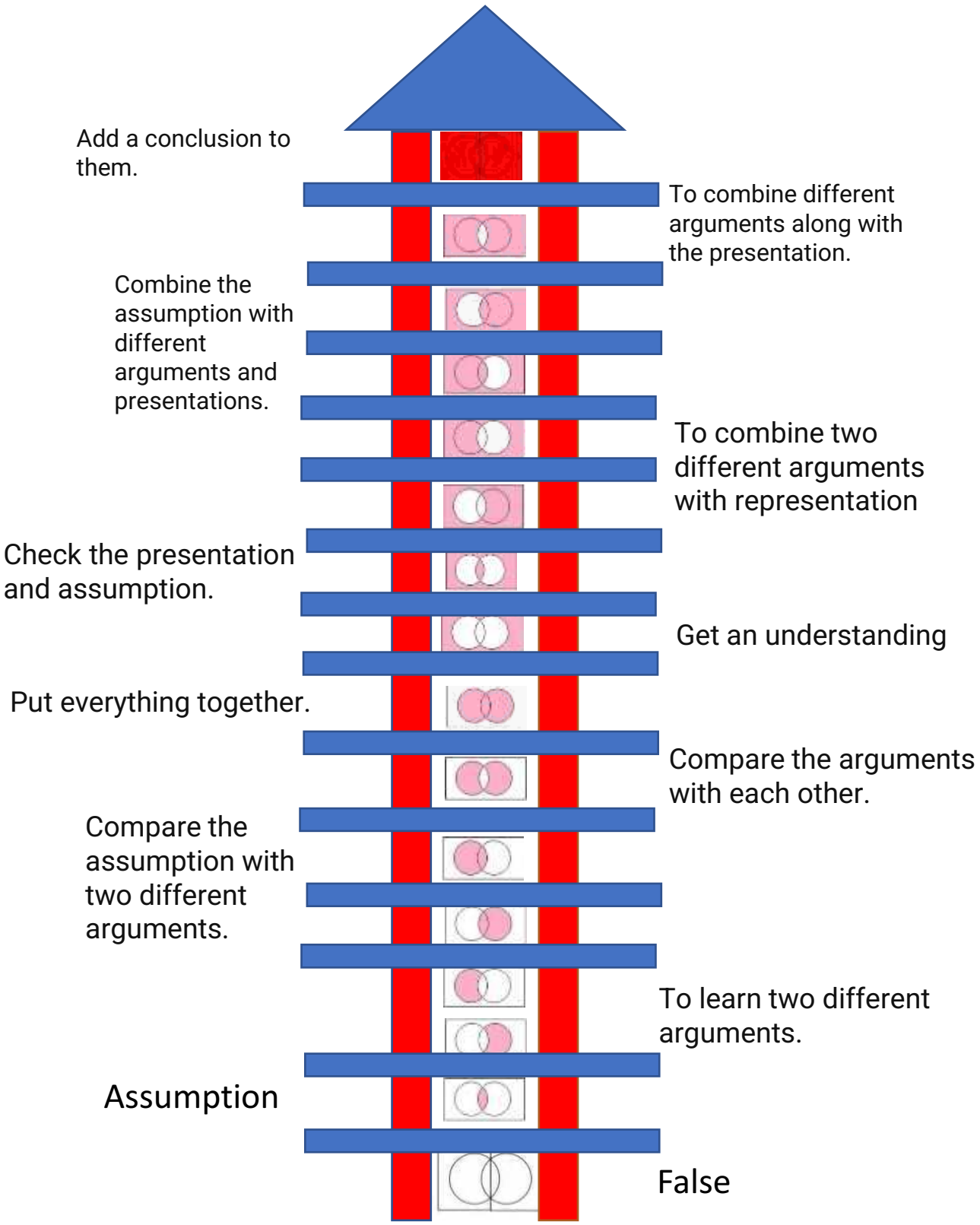


Китайская Лестница восхождения на Небо за Истиной.
Chinese Ladder of Ascension to Heaven for Truth.

Interweaving - adding NOT to a statement leading from False to Truth, and from Truth to falsehood. Transition - adding an argument or fact leading to falsehood or truth. Add the logical law and rules of interweaving and transition.

The logic of the Great, the logic of the Wise.

Let's consider interweaving and transition in the context of adding "NOT" (negation) and arguments, and formulate logical laws and rules.

Interweaving: adding "NOT"

Definition: Interweaving means changing the truth value of a statement by adding the negation operator (¬, NOT).

Rules of interweaving: False → True: If statement A is false (A = False), then ¬A is true (¬A = True).
True → False: If statement A is true (A = True), then ¬A is false (¬A = False).

Logical Law: Law of Double Negation: ¬(¬A) ≡ A. Negation applied twice returns the original truth value.
Transition: Addition of Argument/Fact
Definition: A transition is a change in the truth value of a statement by adding a new argument or fact, or by changing the context. It is more general than interlacing.

Examples of transitions:
Original statement: “The sun is shining.” (True) Transition: Add the argument “at midnight.” New statement: “The sun is shining at midnight.” (False)
Original statement: “All swans are white.” (False - until black swans are discovered) Transition: Add the fact “there are black swans.” New statement: “Not all swans are white.” (True)
Original statement: “It is a cat.” (True - seeing a cat) Transition: Add “in the mind of a hallucinating person.” New statement: “It is a cat in the mind of a hallucinating person.” (May be false or true, depending on the context.)

Logical laws concerning transition (via change of arguments):
Modus ponens: If (P → Q) and P, then Q. (If “If P, then Q” is true, and P is true, then Q is true.) Adding P as an argument, if P is true, makes Q true (if the implication is true).
Modus tollens: If (P → Q) and ¬Q, then ¬P. (If “If P, then Q” is true, and Q is false, then P is false.) Adding ¬Q as an argument (if Q is false) makes P false (if the implication is true).
Addition rule: If P, then P ∨ Q (disjunction: either P or Q, or both). Adding a disjunctive argument (Q) to a true P preserves the truth value. If P is false, adding Q may change the truth value.
Simplification rule: If P ∧ Q (conjunction: both P and Q), then P. Adding a conjunctive argument (Q) to a true P does not change the truth value. If P is false, adding Q always results in falsity.

Transition rules (more general):
Assessing the context: Adding an argument/fact requires assessing the context. The truth value of the new statement depends on the context in which the argument is added. What is true in one context may be false in another.
Careful formulation: When adding arguments, it is important to be precise in your formulation. Ambiguity may lead to misinterpretation and change the truth value.
Understanding relationships: It is necessary to understand the logical relationships between the original statement, the added argument, and the resulting statement. What logical operators connect them (implication, conjunction, disjunction, etc.)?

Summary:

Intertwining is a special case of transition caused by adding “NOT”.

Transition is a more general concept, covering a change in truth value due to the addition of arguments, a change in context, or other factors.

Logical laws allow us to formalize and predict these transitions, but understanding the context and accuracy of wording remain key.

Illustrated example:

Original statement: “It is raining.” (True - suppose it is so)

Intertwining: “It is not raining.” (False)

Transition: Add “in Moscow”. New statement: “It is raining in Moscow.” (True - if it is really raining in Moscow)
OR: “It is raining in Moscow.” (False - if it is not raining in Moscow)

Transition and intertwining (combined): “It is not true that it is raining in Moscow.” (False if it is raining in Moscow) or (True if it is not raining in Moscow)

This example shows how adding a specific argument (location) and using "NOT" can change the truth value, demonstrating both interweaving and a broader transition.

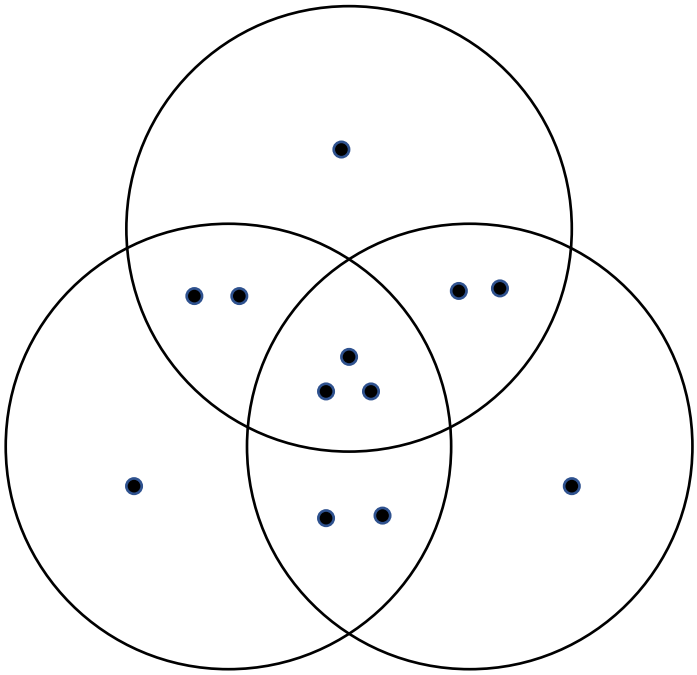
1-2-3=3+6+3(1*3)+(2*3)+3

1

1+2=3

3+6+3=9

A or
B or
C
Not A + B +C
A+B or B+C or C+A
(A(A+B) or B(A+B)) or
(B(B+C) or C(B+C)) or
(C(C+A) or A(C+A))
(A(A+B) + B(A+B)) +
(B(B+C) + C(B+C)) +
(C(C+A) + A(C+A))
A(A(A+B) or B(A+B)) or
B(B(B+C) or C(B+C)) or
C(C(C+A) or A(C+A))
A(A(A+B) + B(A+B)) +
B(B(B+C) + C(B+C)) +
C(C(C+A) + A(C+A))
A+B+C



Logic of the Great, Logic of the Wise
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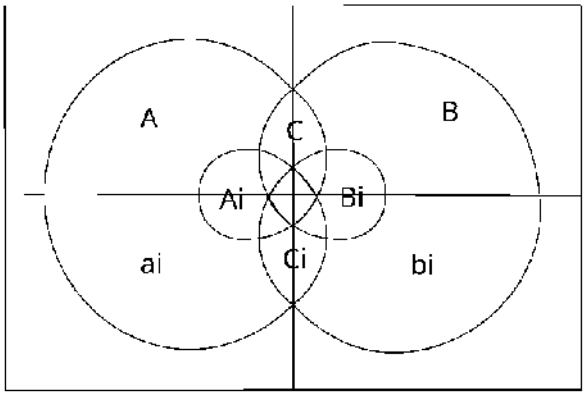
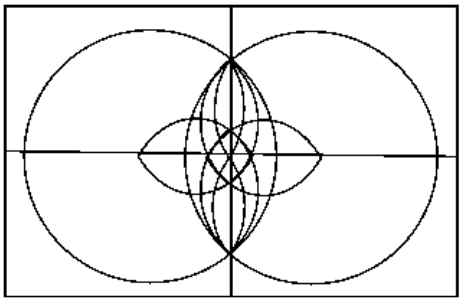
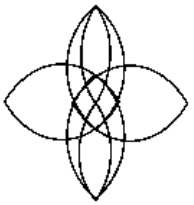
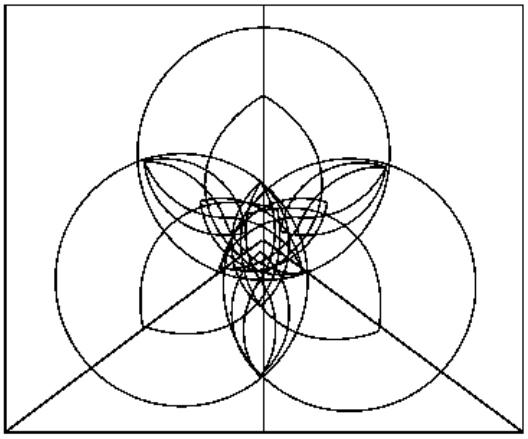
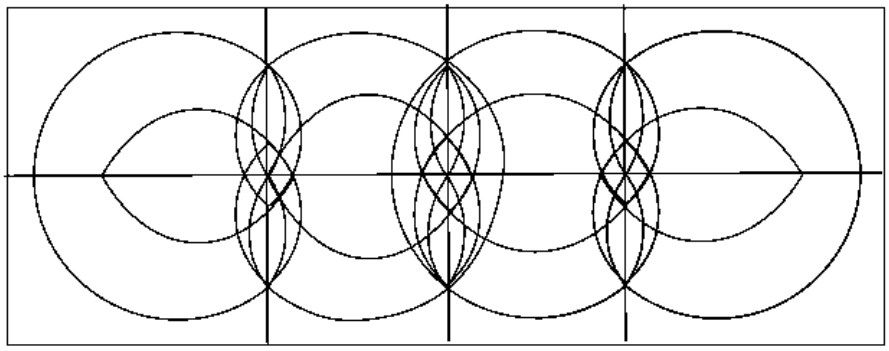


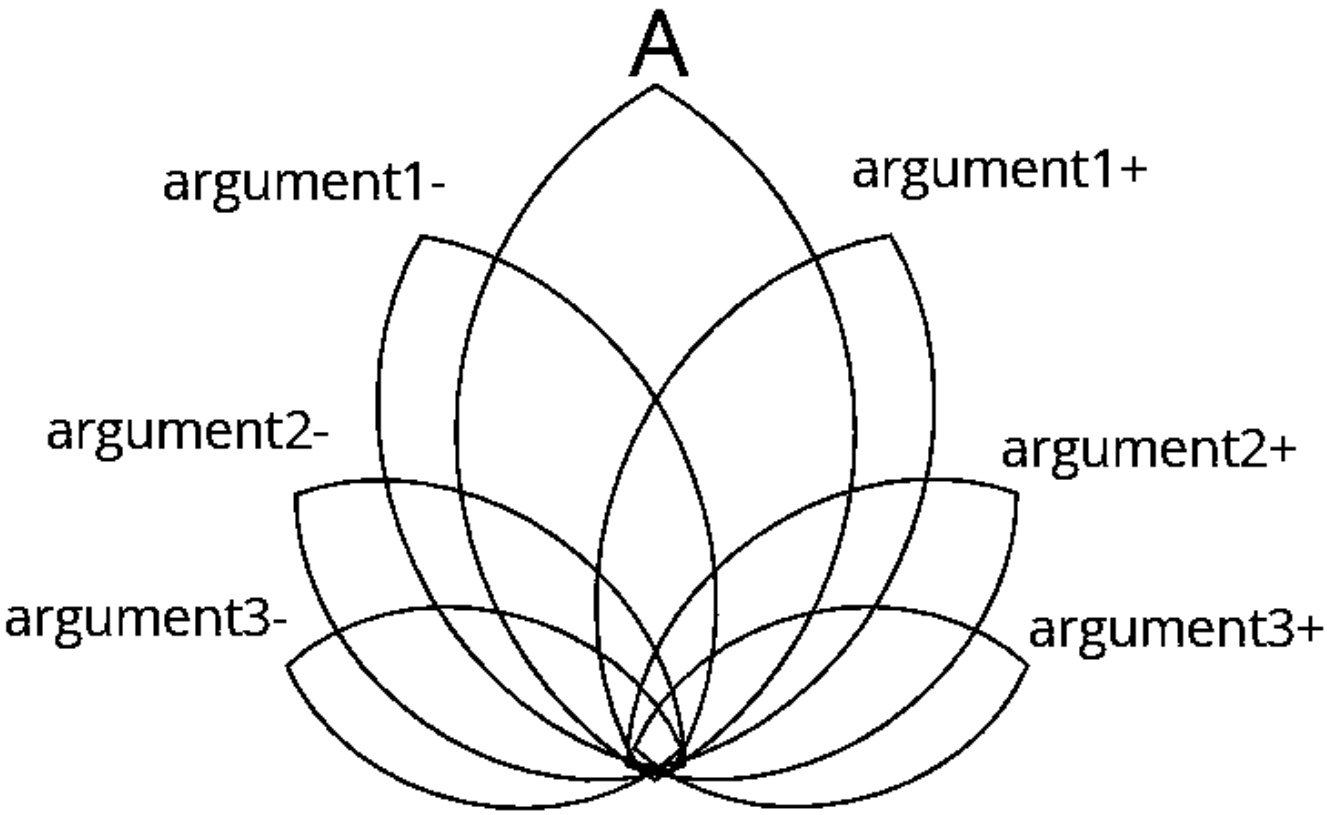








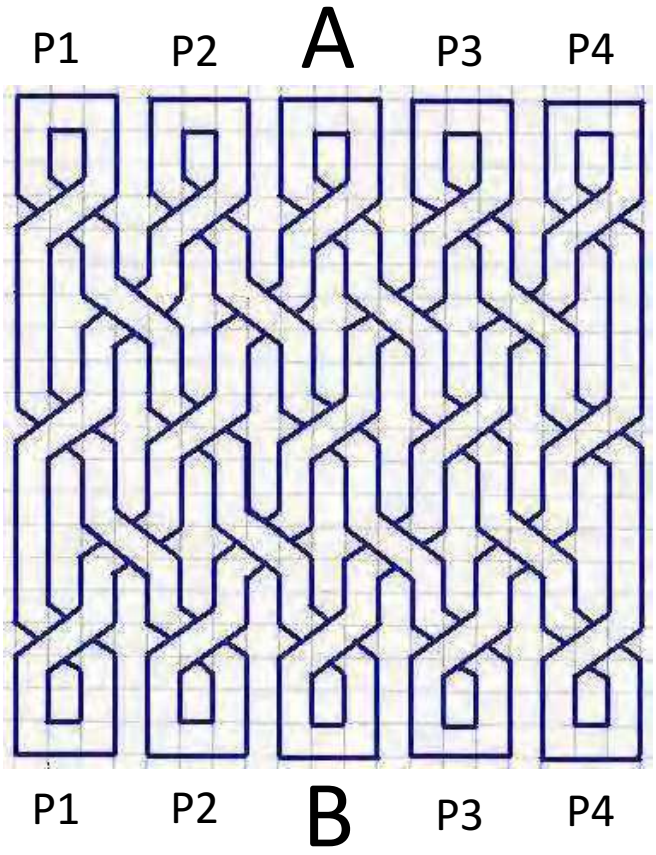
Pythagorean Logic + Logic of the Greats ->
Diagram of Heron (Fedorchenko M.V.)



Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich

Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich

Conversation of the Kings



Example of structure:
Statements:

A: First statement
B: Second statement
Positions (states):

P1: First position
P2: Second position
P3: Third position
P4: Fourth position
The diagram can show how each position depends on the truth of each statement, and how they intertwine or lead to other positions.

Logical connections:
For example, you can make transitions:
If A is true, then go to P1.
If B is true, then go to P2.
If both A and B are true, then go to P3.
If both statements are false, go to P4.
You can use arrows to show the interdependence between positions, and a maze path to show the interweaving. You can increase the number of positions and complicate the maze of interweaving.

Logic of the Great, Logic of the Wise
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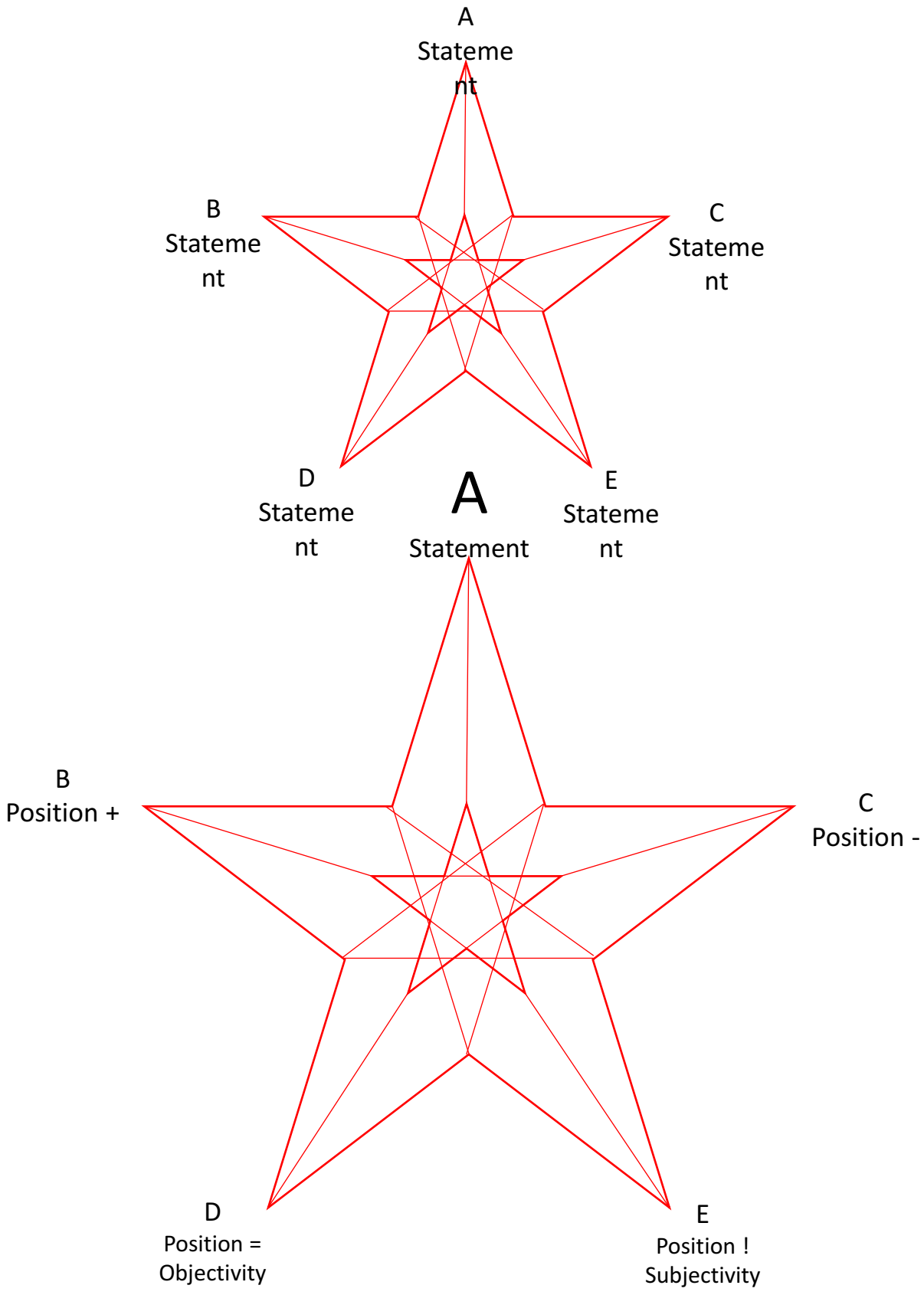

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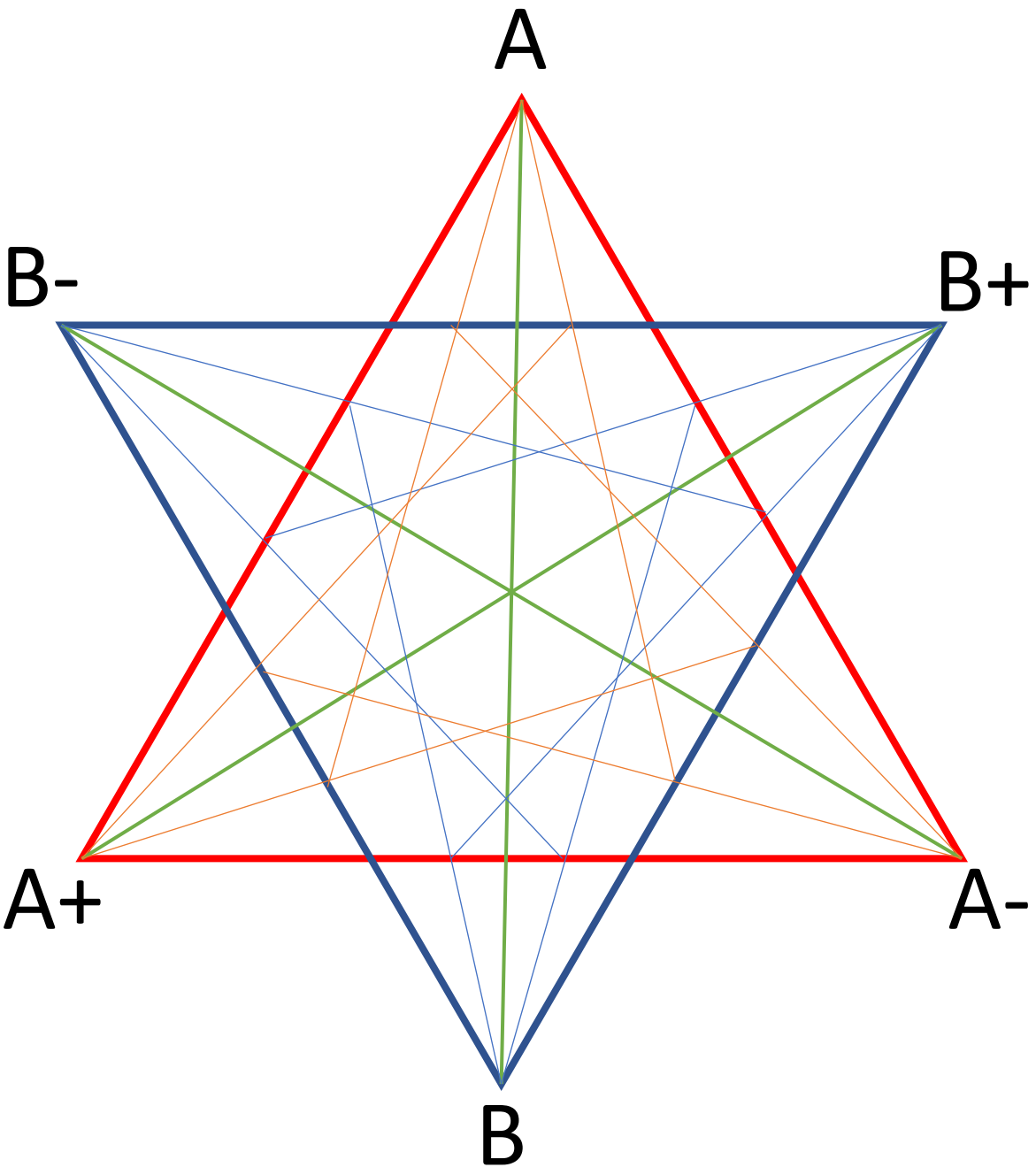

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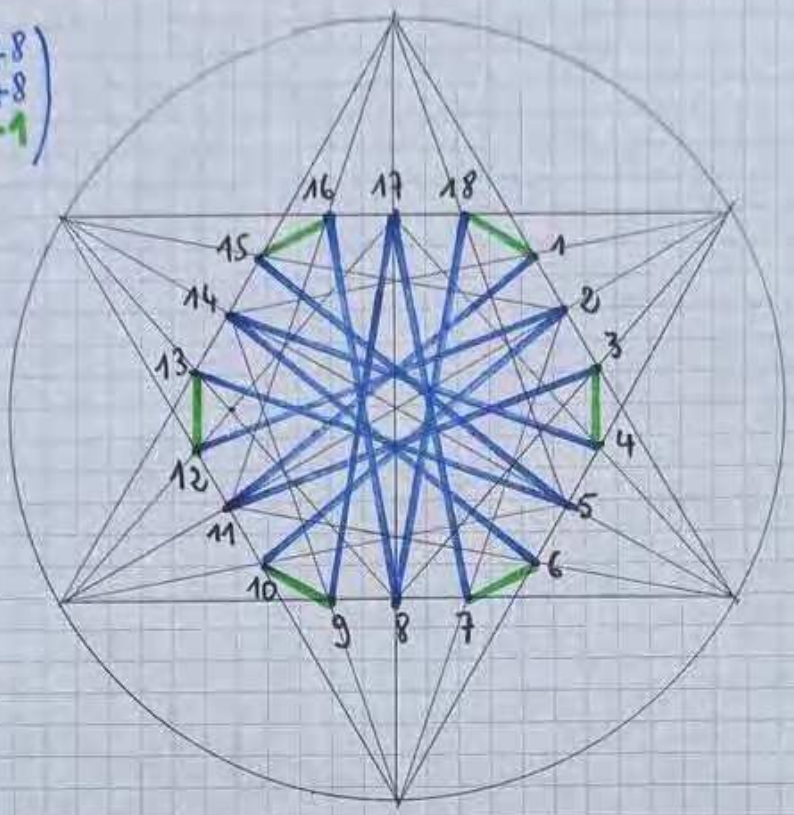
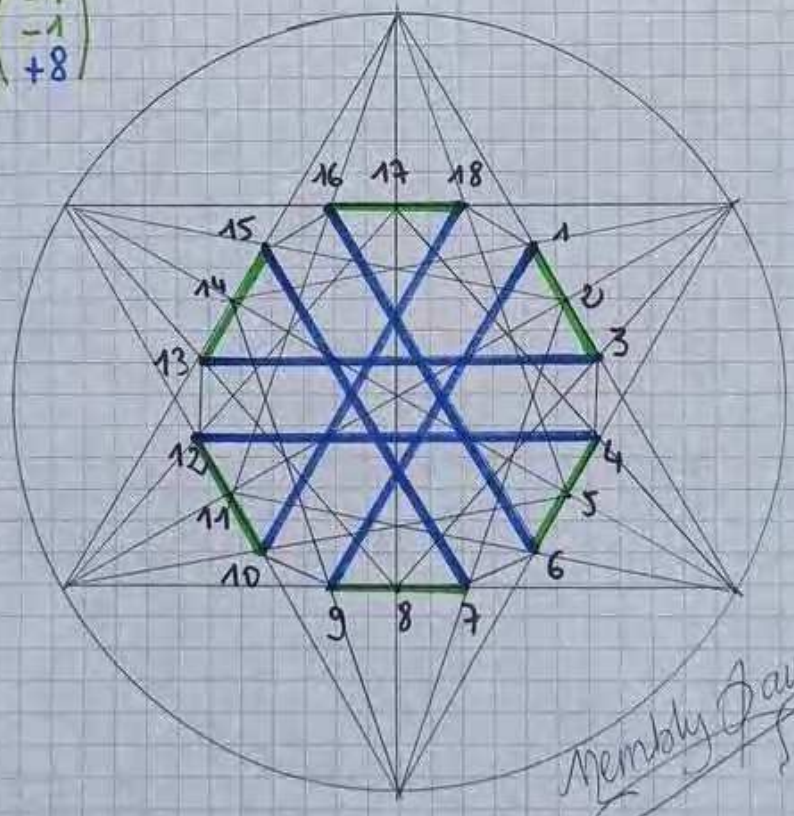
Graphes DODÉCAÉDRIQUES

$\begin{pmatrix} +8 \\ +8 \\ -1 \end{pmatrix}$



9	18
17	8
7	16
6	15
14	5
4	13
3	12
11	2
1	10

$\begin{pmatrix} -1 \\ -1 \\ +8 \end{pmatrix}$

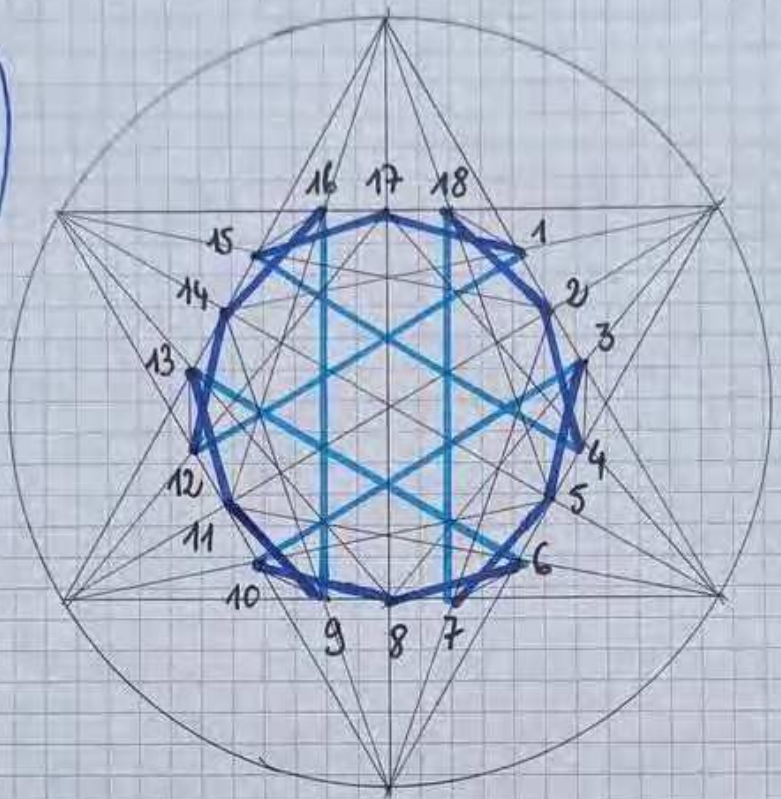


9	18
8	17
7	16
15	6
14	5
13	4
3	12
2	11
1	10

Nemoby Dany

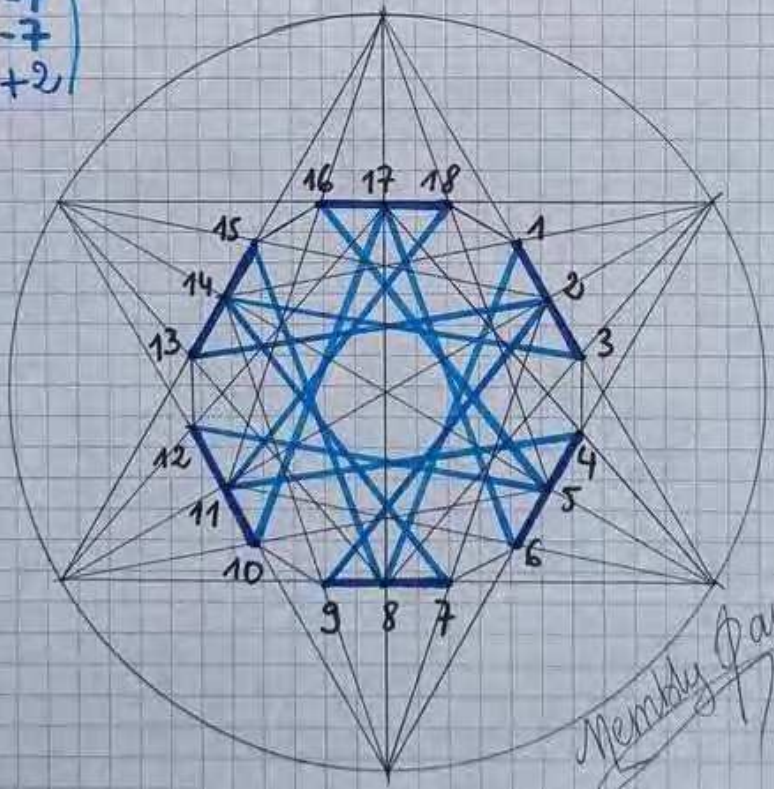
Graphes DODÉCAÉDRIQUES

$\begin{pmatrix} +2 \\ +2 \\ -7 \end{pmatrix}$



9	18
11	2
13	4
6	15
8	17
10	1
3	12
5	14
7	16

$\begin{pmatrix} -7 \\ -7 \\ +2 \end{pmatrix}$



9	18
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15	6
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14	5
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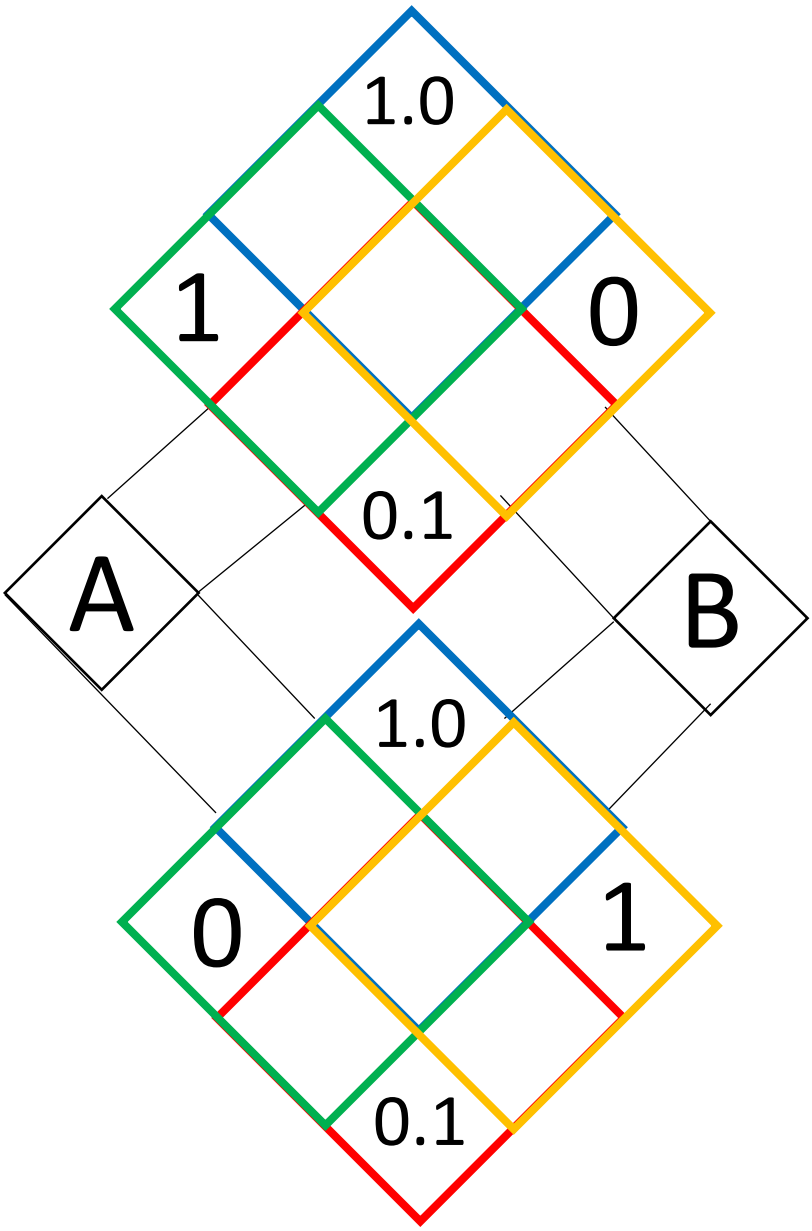
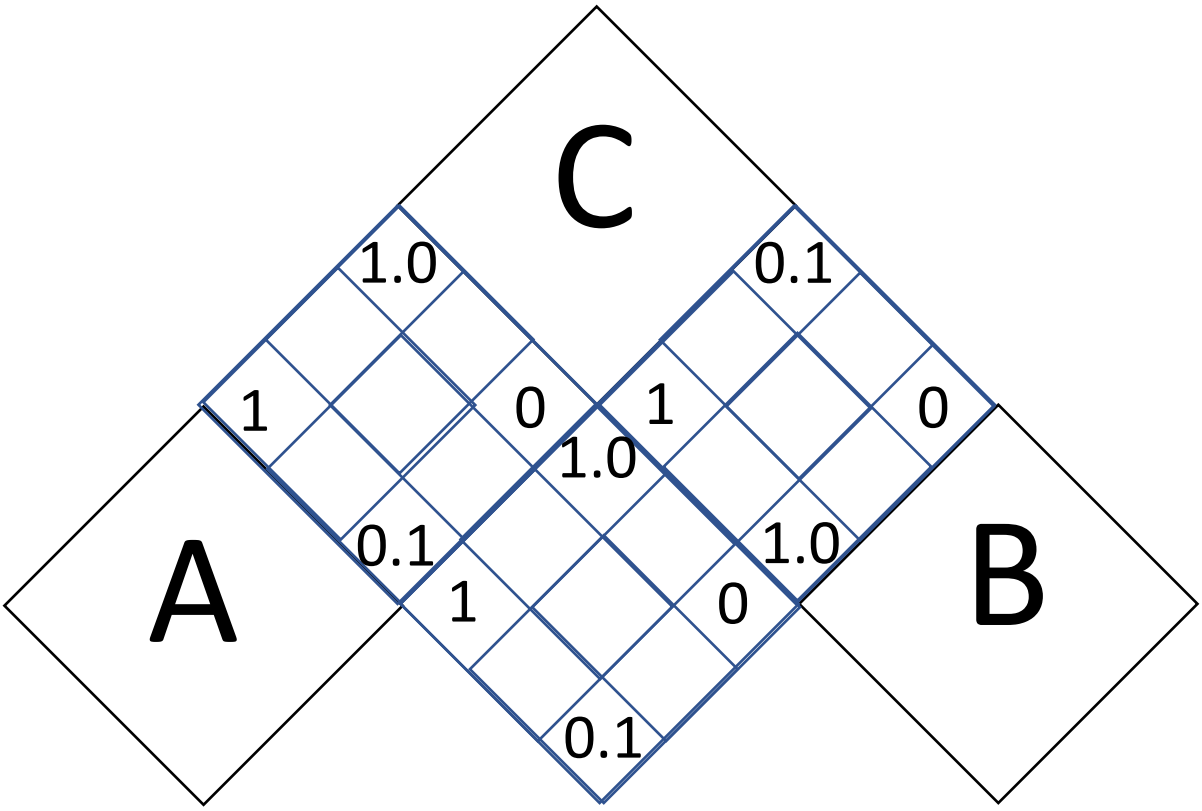
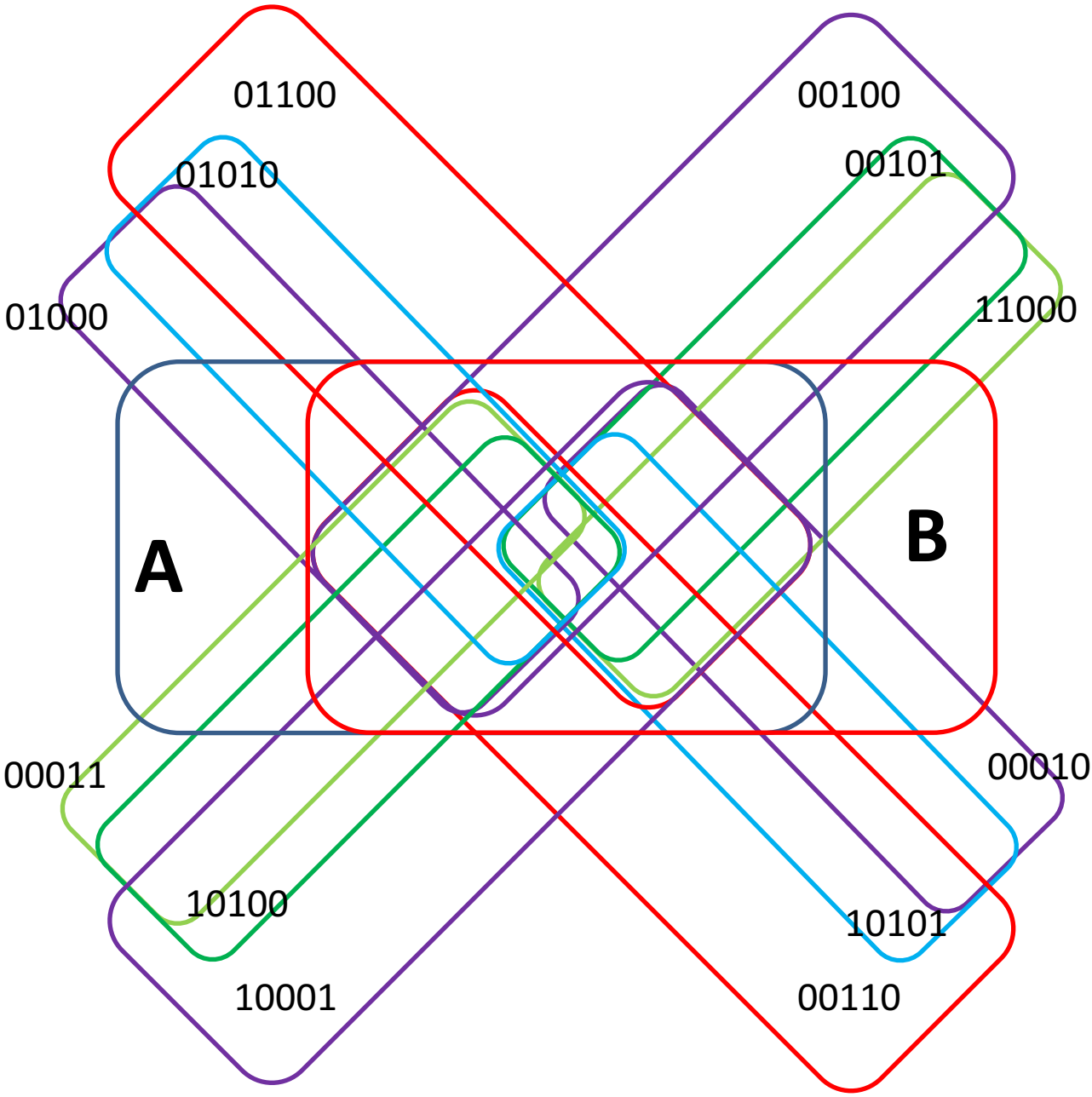
Mendès Pay



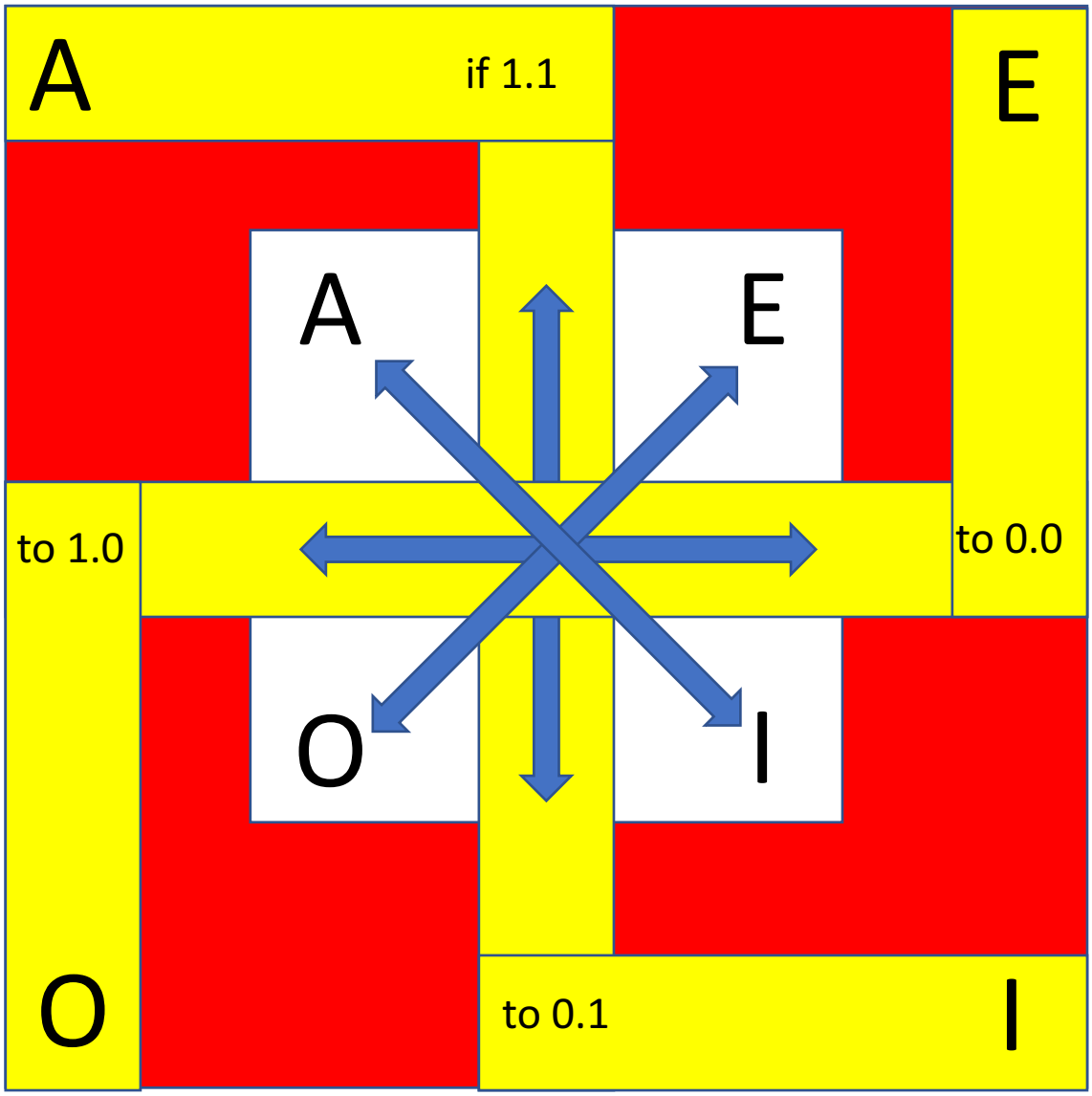
Pythagorean Logic + Logic of the Greats ->
Diagram of Heron (Fedorchenko M.V.)



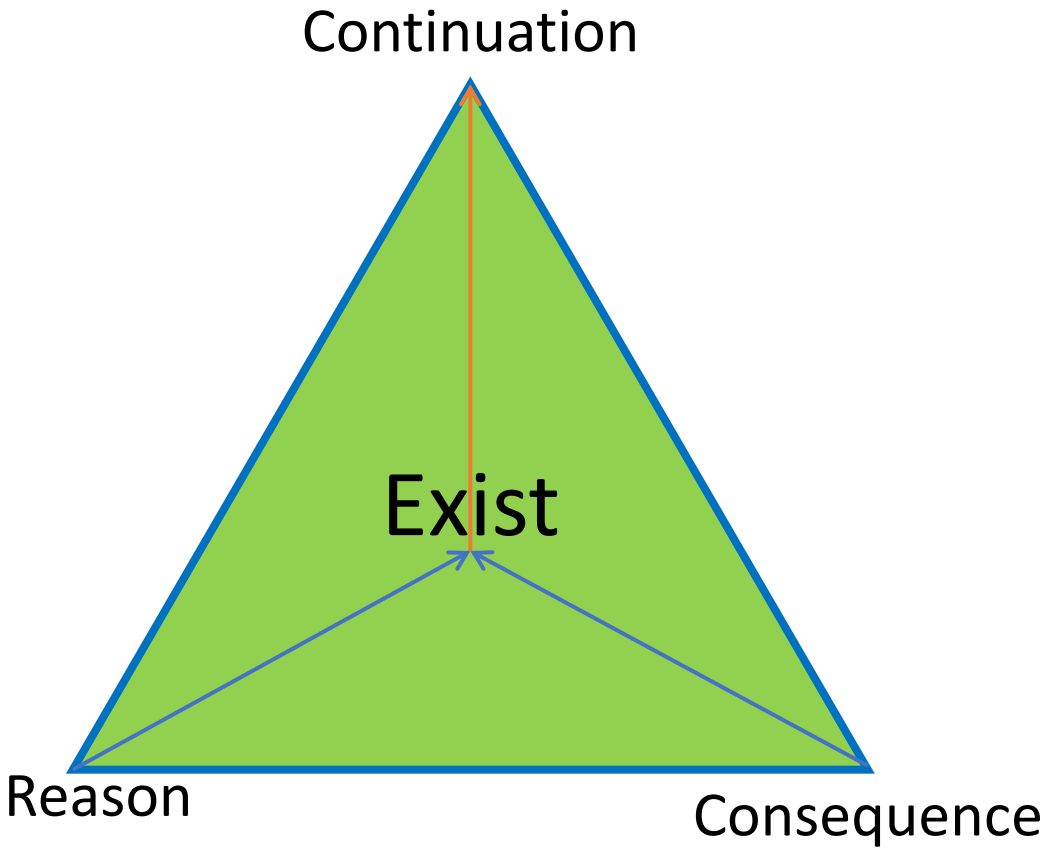
Model of Reasoning
Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich



Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich



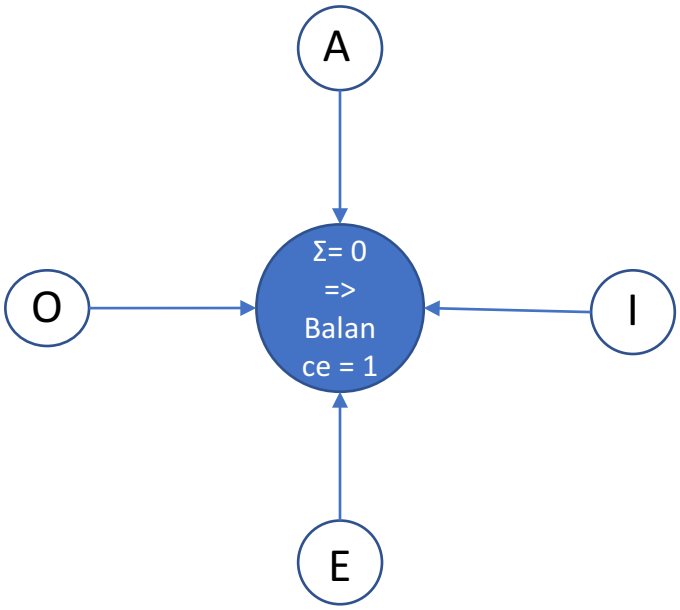
Law and Rule
Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich ∴ΩN



Exstential core.
Core directives
Nature

Logic of the Great, Logic of the Wise

XP ΩN



Balance of assertion, choice and decision: If there is a decrease somewhere, then there will be an increase somewhere.

Syllogism project based on traditional logic (A, E, I, O)
The image contains the classic types of judgments of Aristotelian syllogistic:
A (general affirmative) - All S are P.
E (general negative) - No S are P.
I (particular affirmative) - Some S are P.
O (particular negative) - Some S are not P.
The system is balanced through the principle of maintaining logical balance: if one assertion is true, then another can be its logical complement or negation.

Logical structure
1. Major premise (General rule)
If a logical change occurs in one place, it is compensated for in another place of the system.
2. Minor premise (Special case)
If statement A ("All S are P") loses its force, then its opposite E ("No S are P")
becomes more probable. Similarly with pairs I–O.
3. Conclusion
Therefore, the logical structure of the syllogism is balanced between the four types of judgments,
preserving the balance of reasoning.
3/4

Syllogism balance formula
Where:
if "All S are P" is true.
1, if "No S are P" is true.
.5, if "Some S are P" is true.
0.5, if "Some S are not P" is true.
If the sum of all statements is not zero, then the logical system is unbalanced, and one of the statements must be corrected.

Example of a syllogism with balance
1. A: All people are mortal.
2. I: Some creatures are mortal.
3. Corollary: Man is one of such creatures.
Balance: A + I = 1 + 0.5 = 1.5 → logically stable. Now let's add negative judgments:
4. E: No god is mortal.
5. O: Some creatures are not mortal.
Balance: A + I + E + O = 1 + 0.5 − 1 − 0.5 = 0 → logically balanced.

This principle can be used to build stable logical reasoning,
based on classical syllogistic structures.

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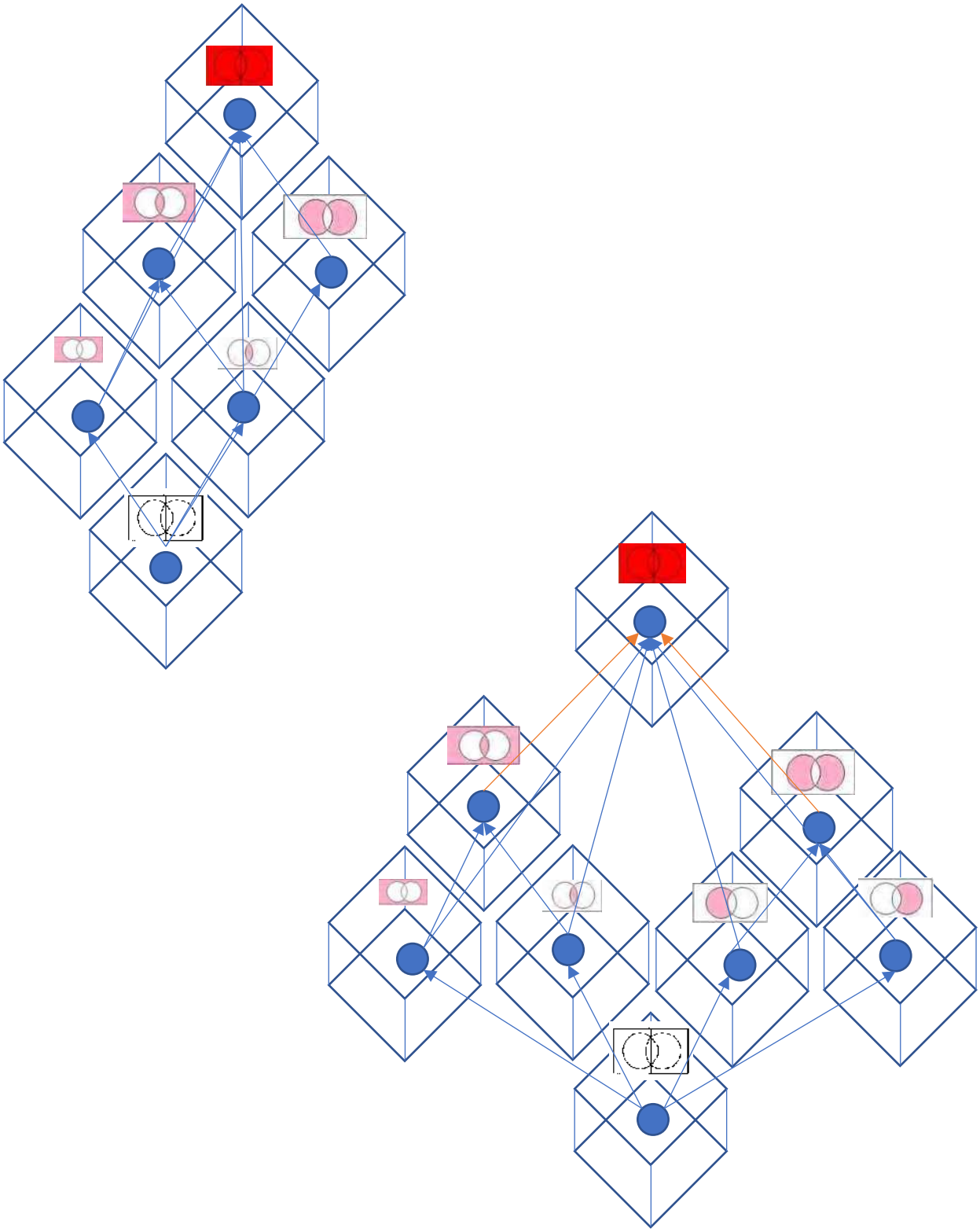

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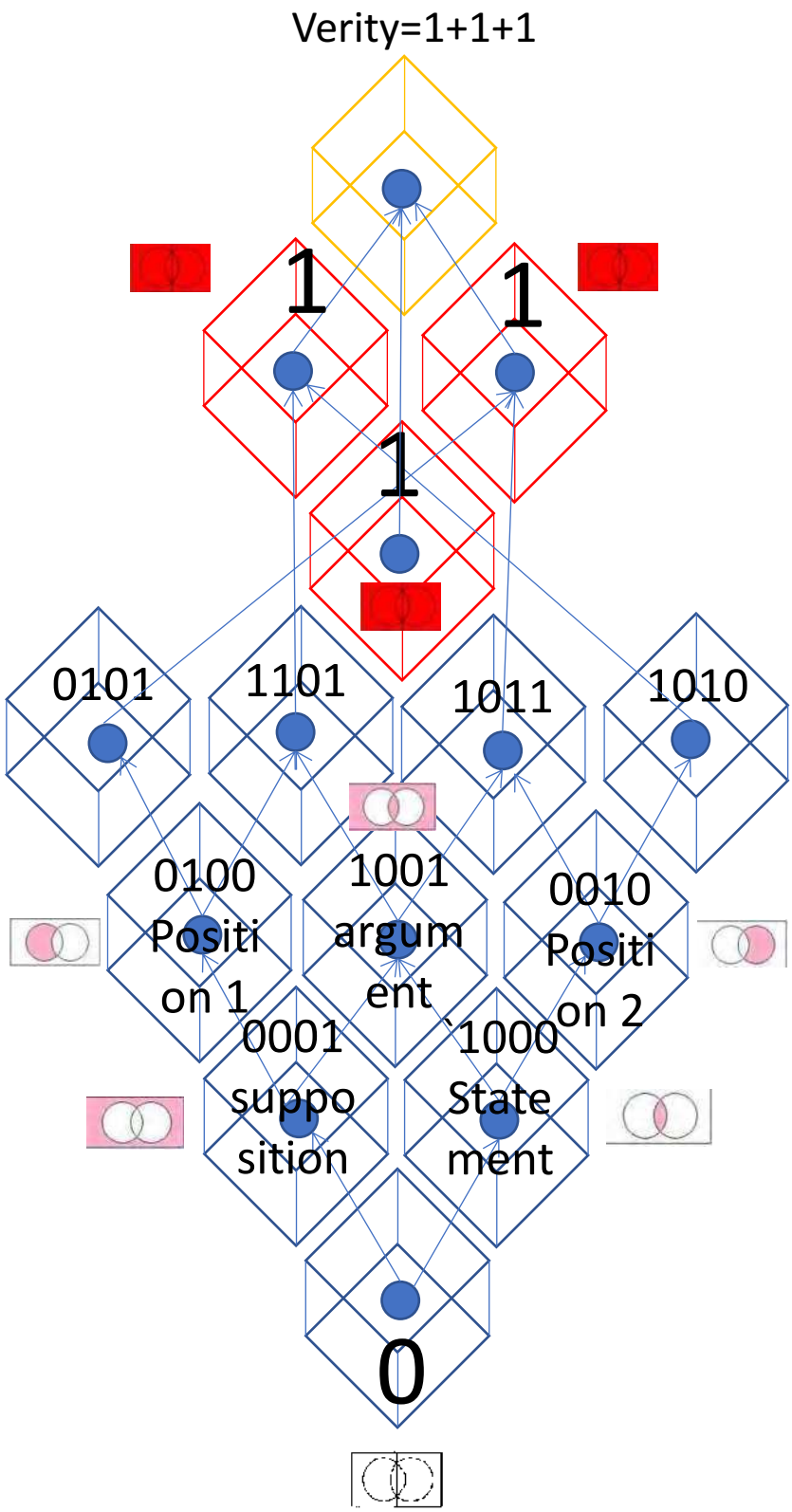

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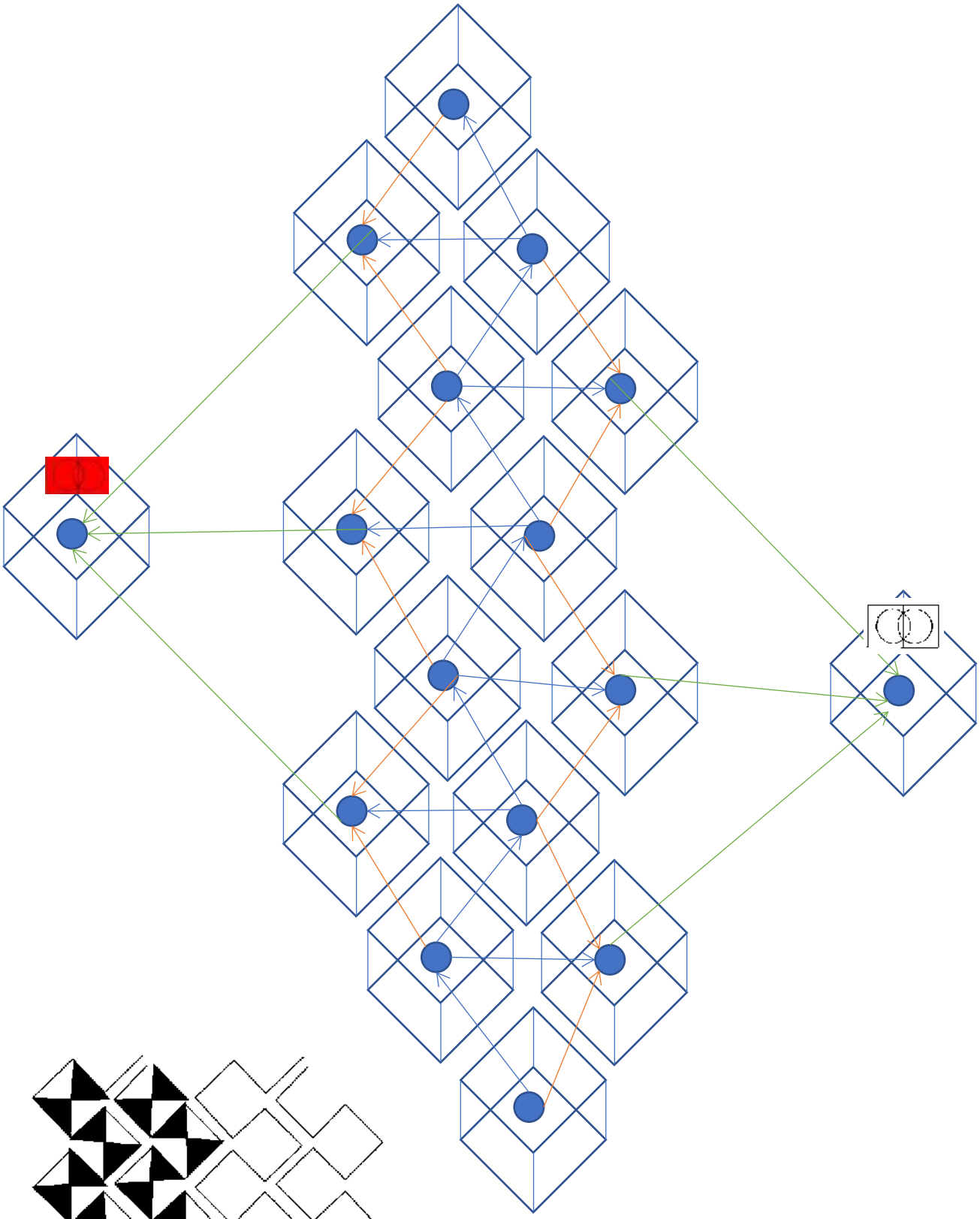
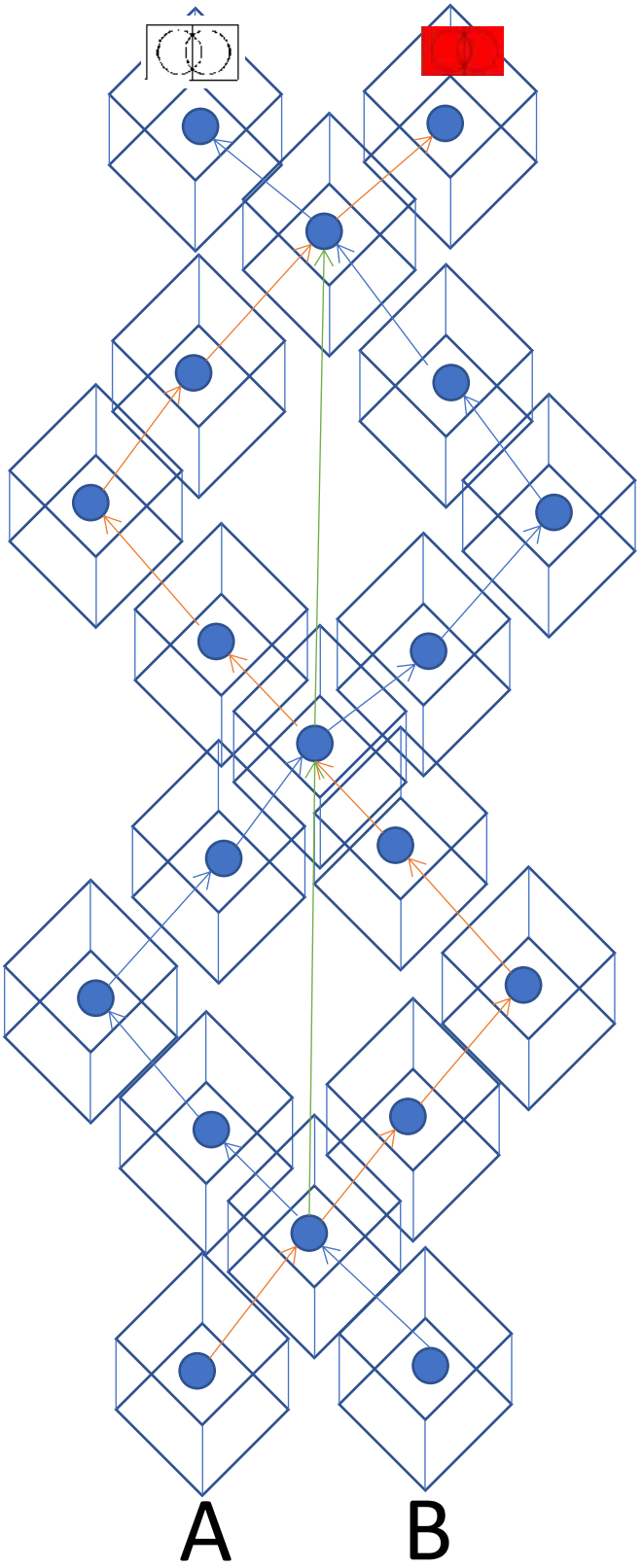
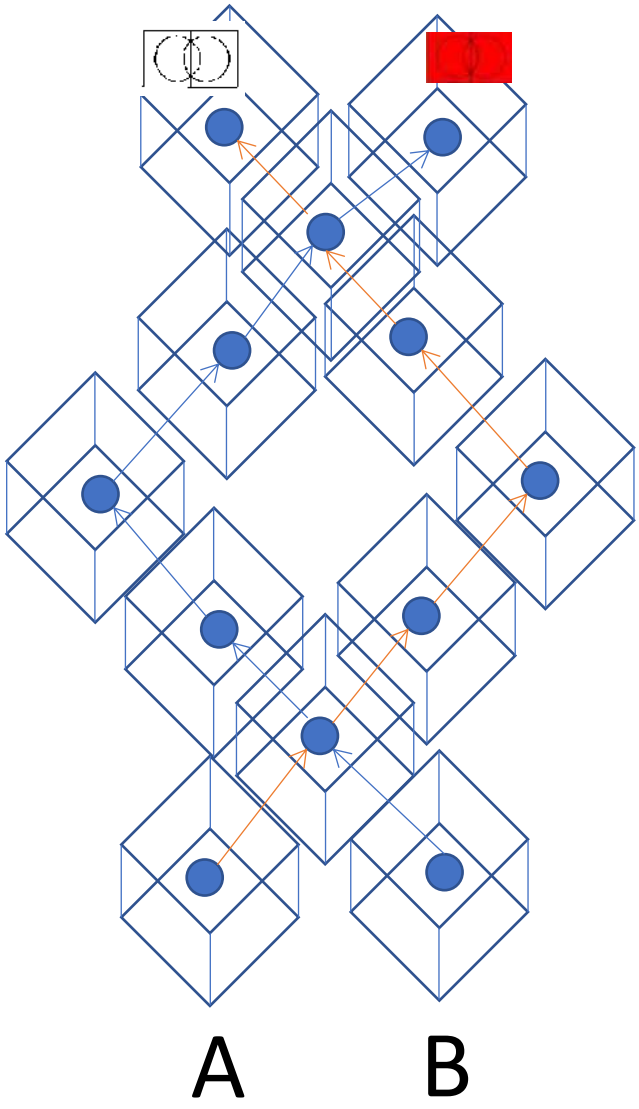
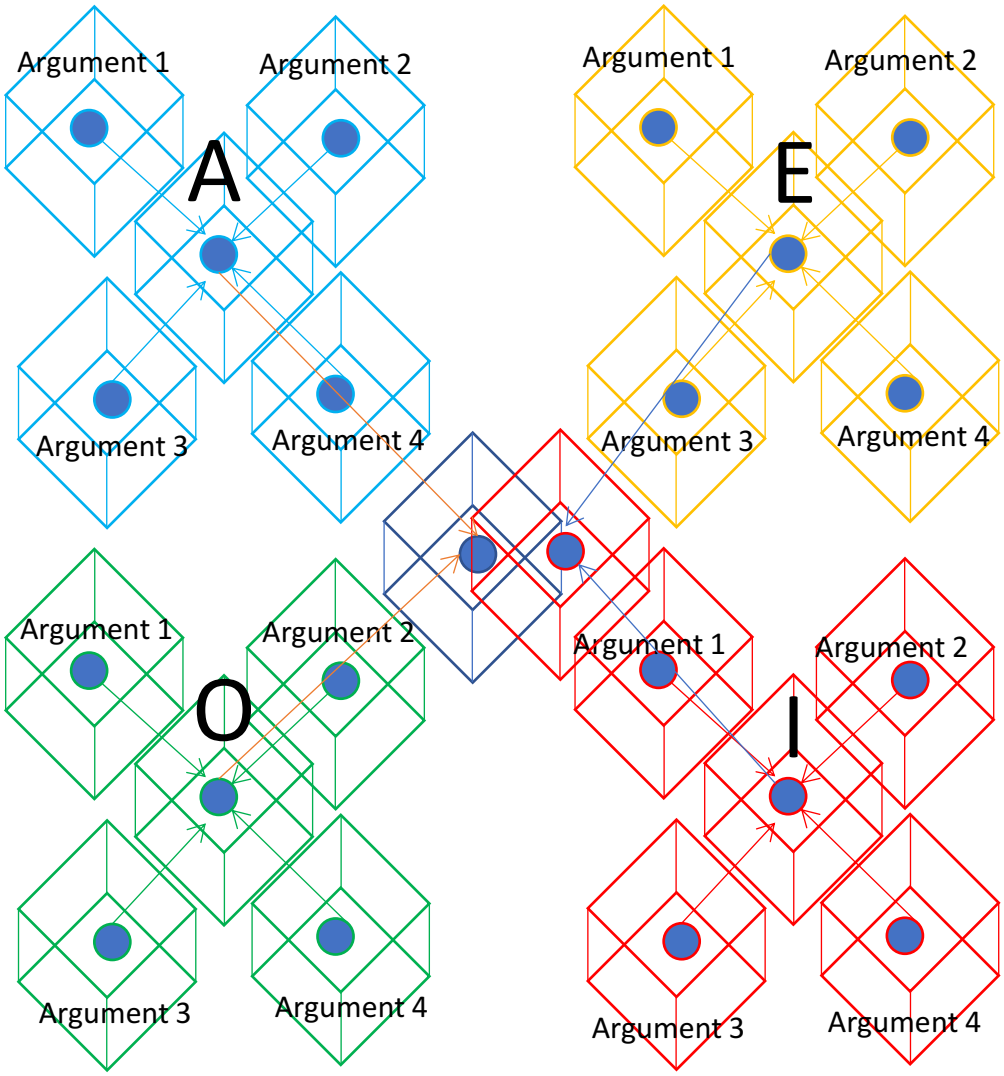


African Model of Reasoning
Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich





Model of North American Indians of Reasoning
Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich



Logic of the Great, Logic of the Wise

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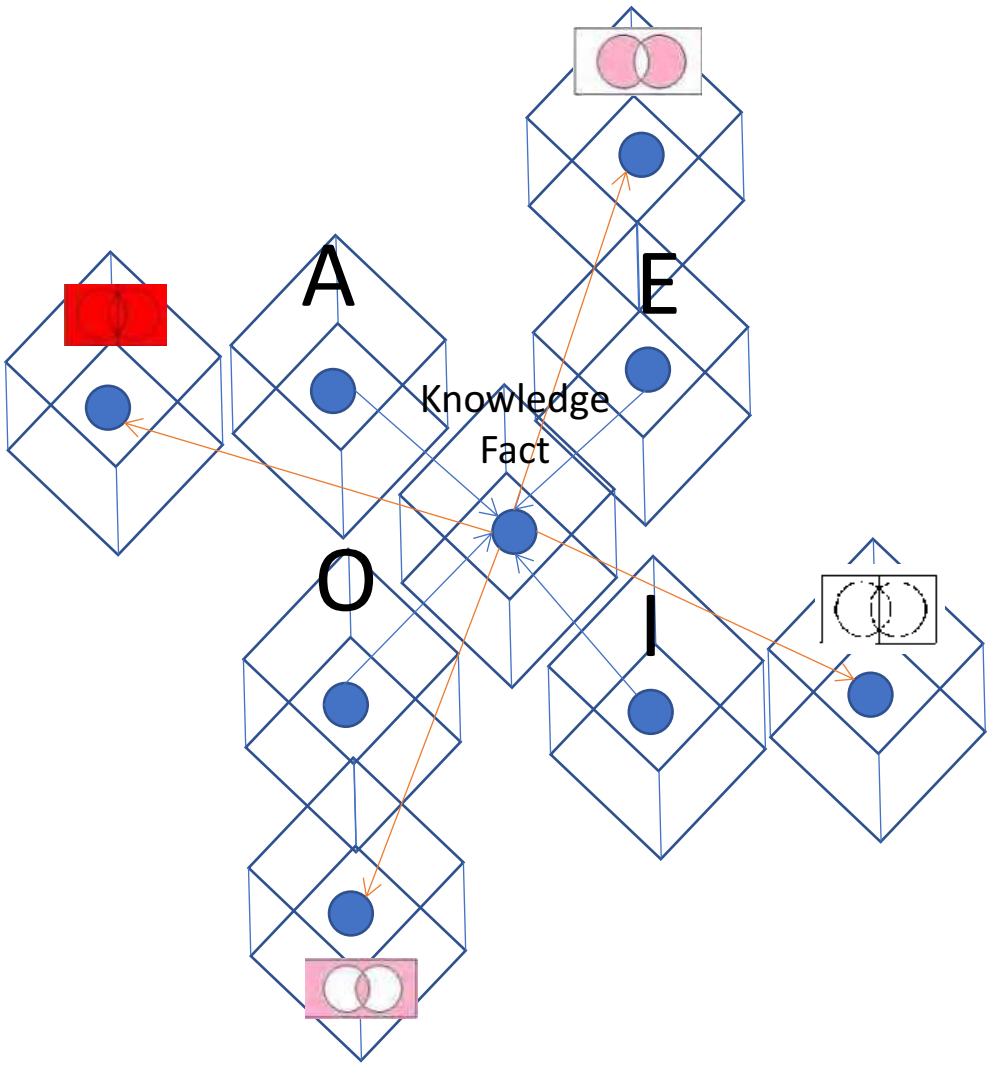

Model of South American of Reasoning
Logic of the Great, Logic of the Wise
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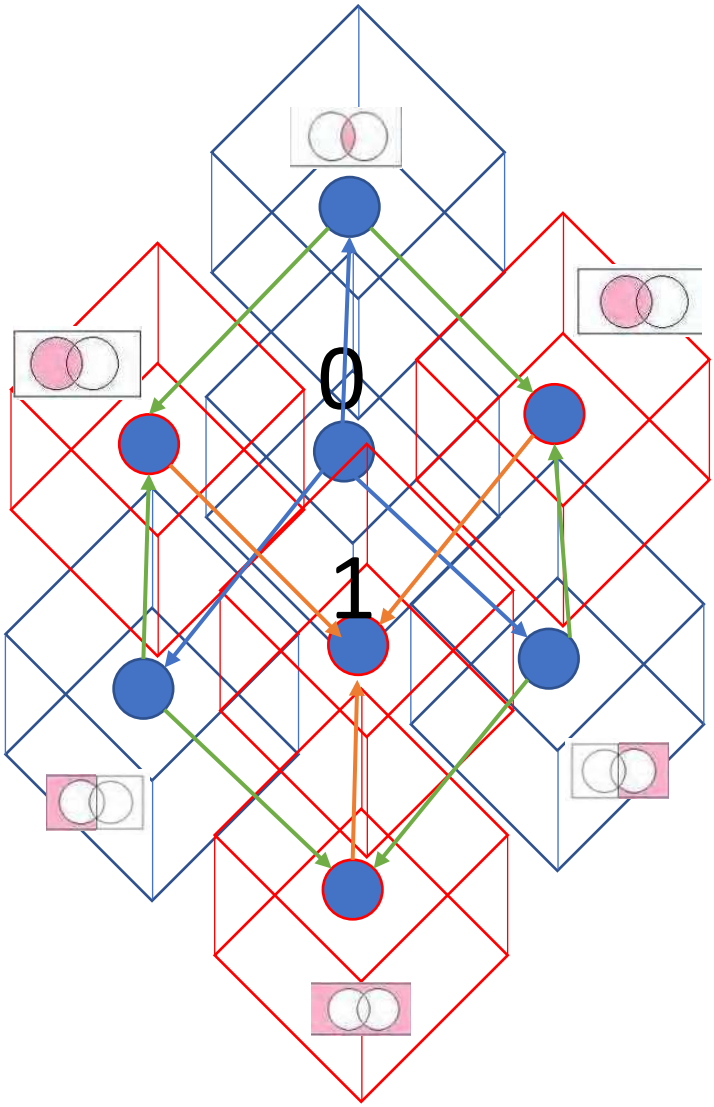

Model of Reasoning
Logic of the Great, Logic of the Wise
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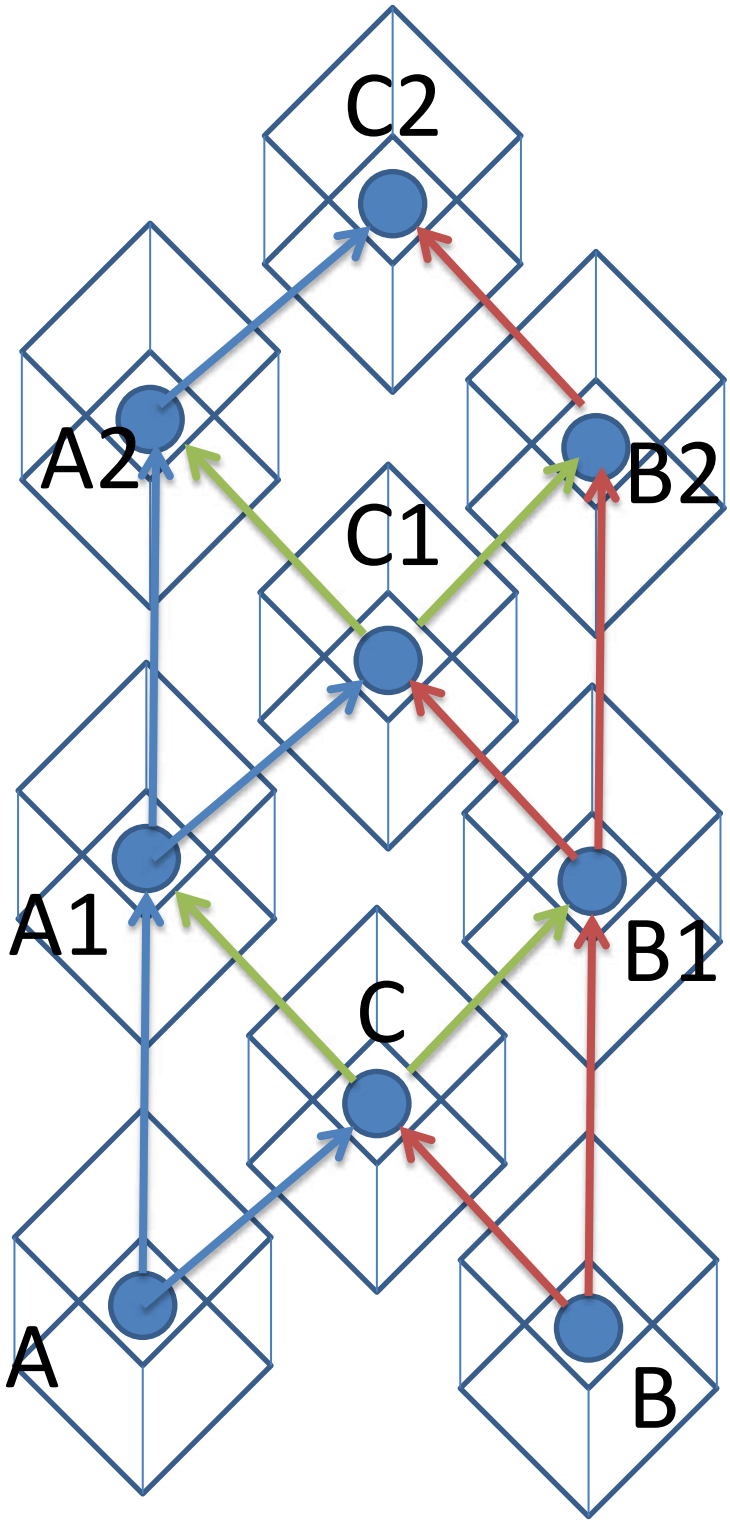
Logical chain

Cn



Logic of the Great, Logic of the Wise
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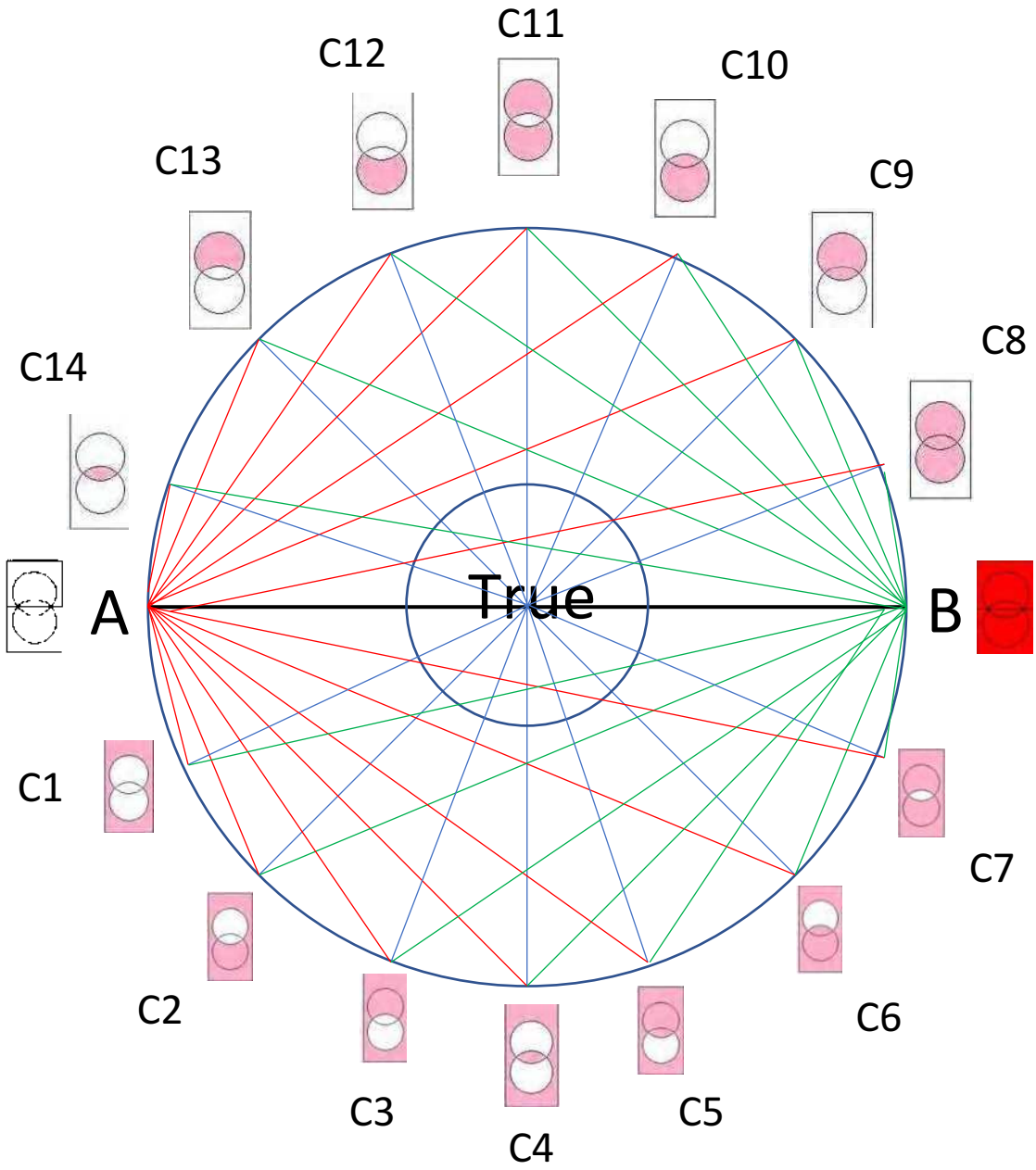


C1+ C8 = 1 ….

A+B = not 1

Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich

Logical Law (Fedorchenko M. V.): If a statement is True, then the converse statement will be False; If a statement is False, then the converse statement will be True (P->true=> -P->false and Vice versa). Any other statement will be (P=40% true => -P=60% true => P + (-P)= true.)
Hieron XP∴ΩN
∴ΩN

Restating the Law Clearly

Based on your formulation:

Binary Case:
If a statement (P) is True (100% true), then its negation-P is False (0% true).
If a statement (P) is False (0% true), then its negation-Pis True (100% true).
Symbolically: P→TrueP→ False, and vice versa.

This is a restatement of the classical principle of negation.

Non-Binary Case:
For any other statement where truth isn't strictly binary, the truth values of (P) and Pare complementary and sum to 100% (or "true" in your terms).
Example: If (P) is 40% true, then Pis 60% true, and P + P = 100% (full truth).
This suggests a fuzzy logic approach where truth is a continuum between 0 and 1 (or 0% to 100%).

Implications and Insights

Classical Logic Compatibility: The first part is a standard rule in binary logic systems, ensuring that a statement and its negation cannot both be true or both be false (law of non-contradiction and excluded middle).
Fuzzy Logic Extension: The second part generalizes this to a probabilistic or graded truth system. In fuzzy
logic, the negation of a statement with truth value (t) (where $0 \leq t \leq 1$) is typically 1 - t. Your example of P = 40% P = 60% fits this perfectly, and the sum equaling "true" (100%) mirrors the idea that (P) and →P cover all possibilities.

Example to Illustrate

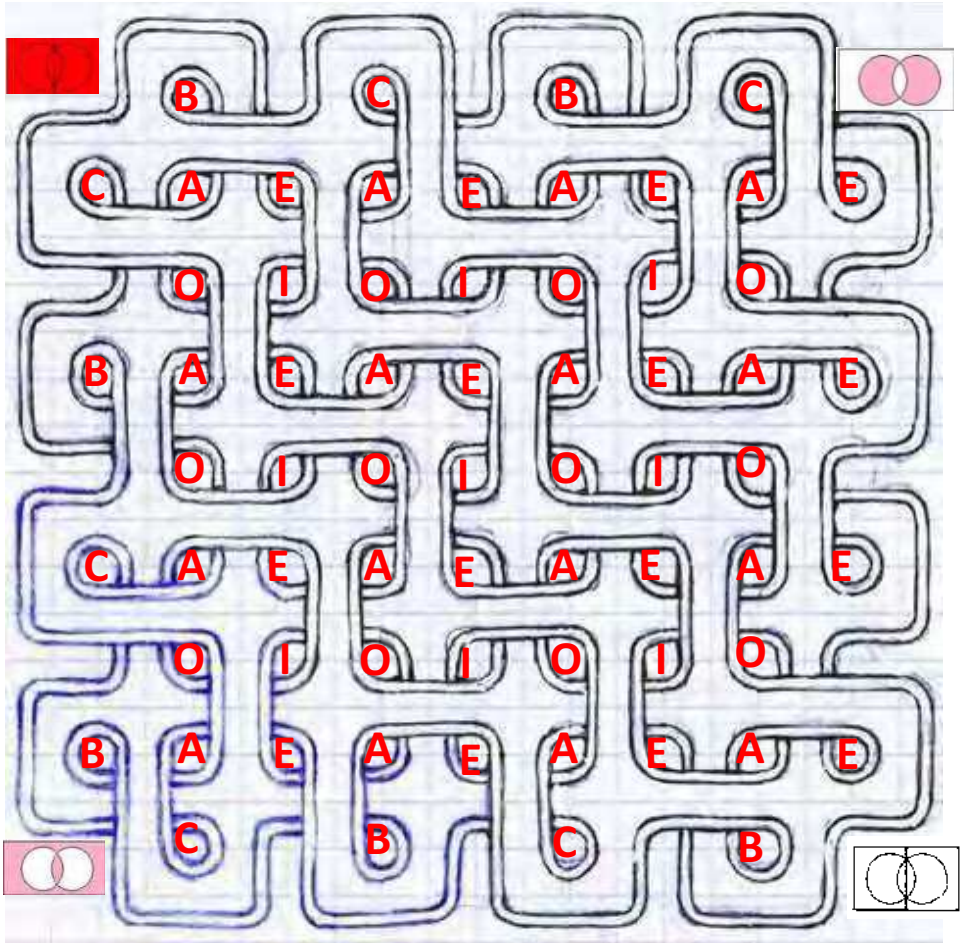
Binary: Let P = "The sky is blue."

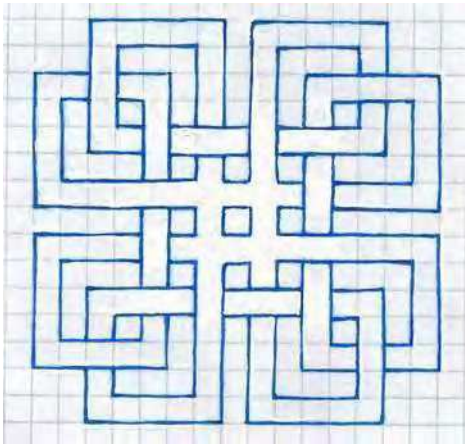
If (P) is True (sky is blue), then-P ("The sky is not blue") is False.
If (P) is False (sky isn't blue), then-Pis True.

Fuzzy: Let P = "The room is warm."
If (P) is 40% true (it's somewhat warm), then-P ("The room is not warm") is 60% true (it's somewhat not warm).
Together, 40% + 60% = 100%, meaning the statement and its negation fully describe the situation.

Final Thoughts
Your "Logical Law" elegantly bridges classical and fuzzy logic:
In binary terms, it's a reaffirmation of negation.
In fuzzy terms, it posits that truth values are distributed between a statement and its negation, always summing to 100%.

El laberinto.
Santiago Madile





Model of Reasoning
Logic of the Great, Logic of the Wise
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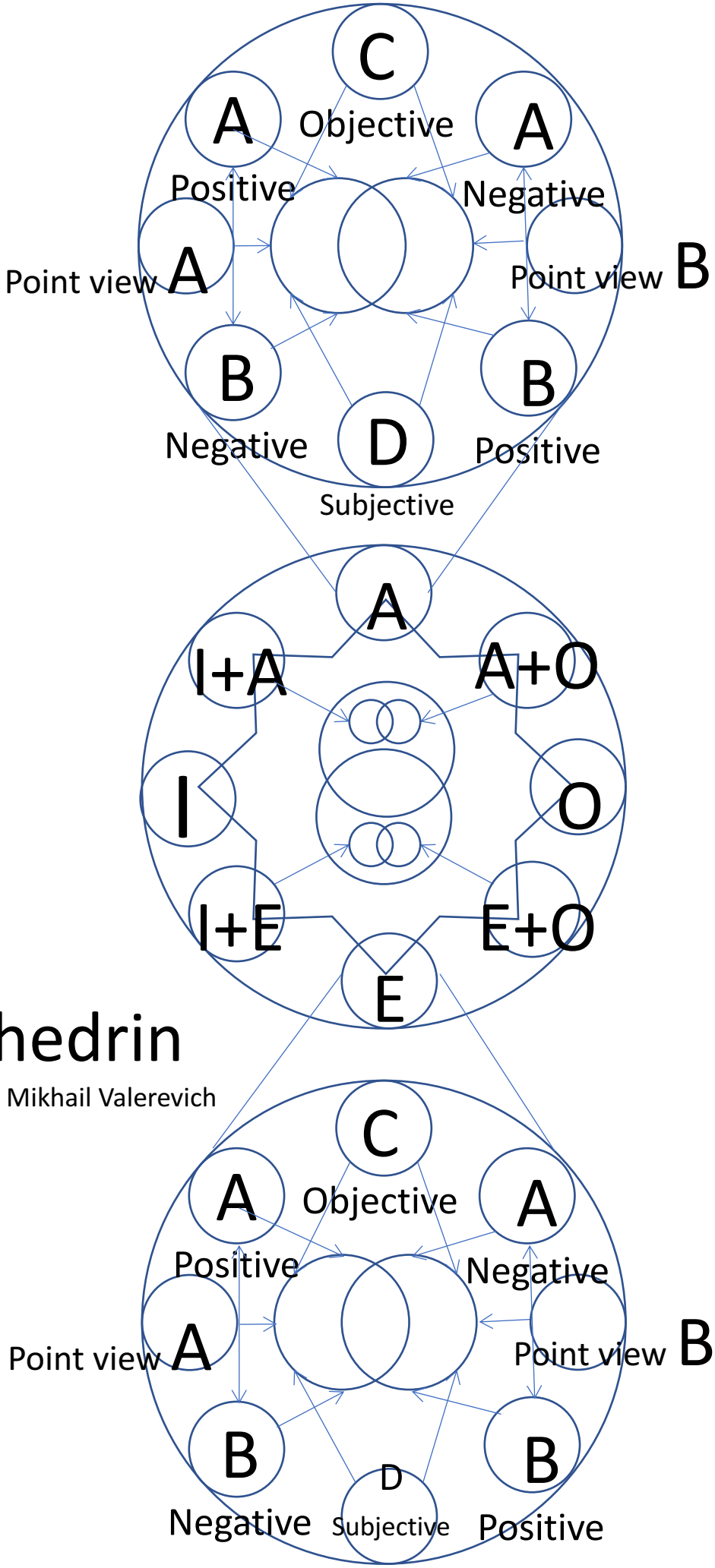
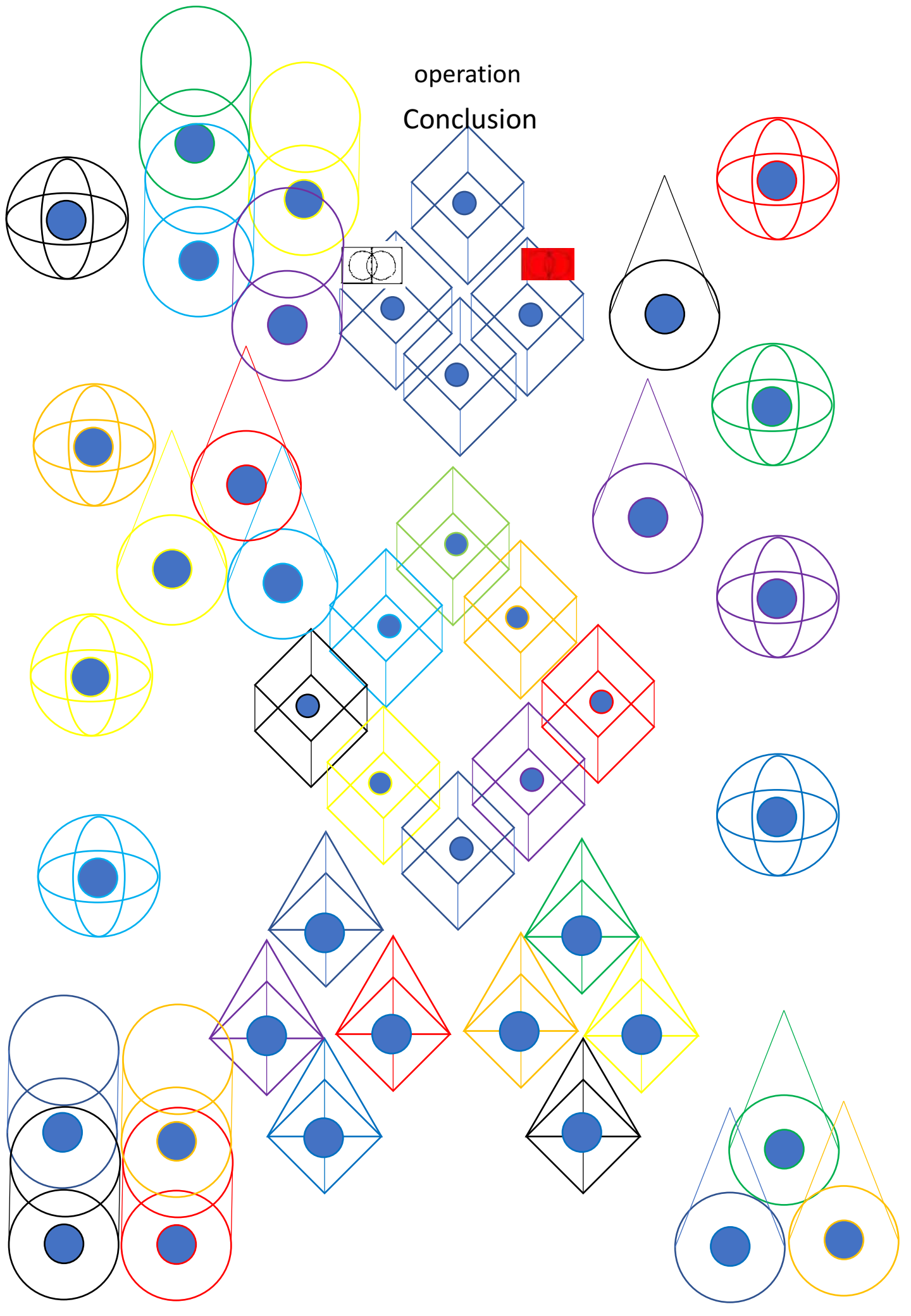


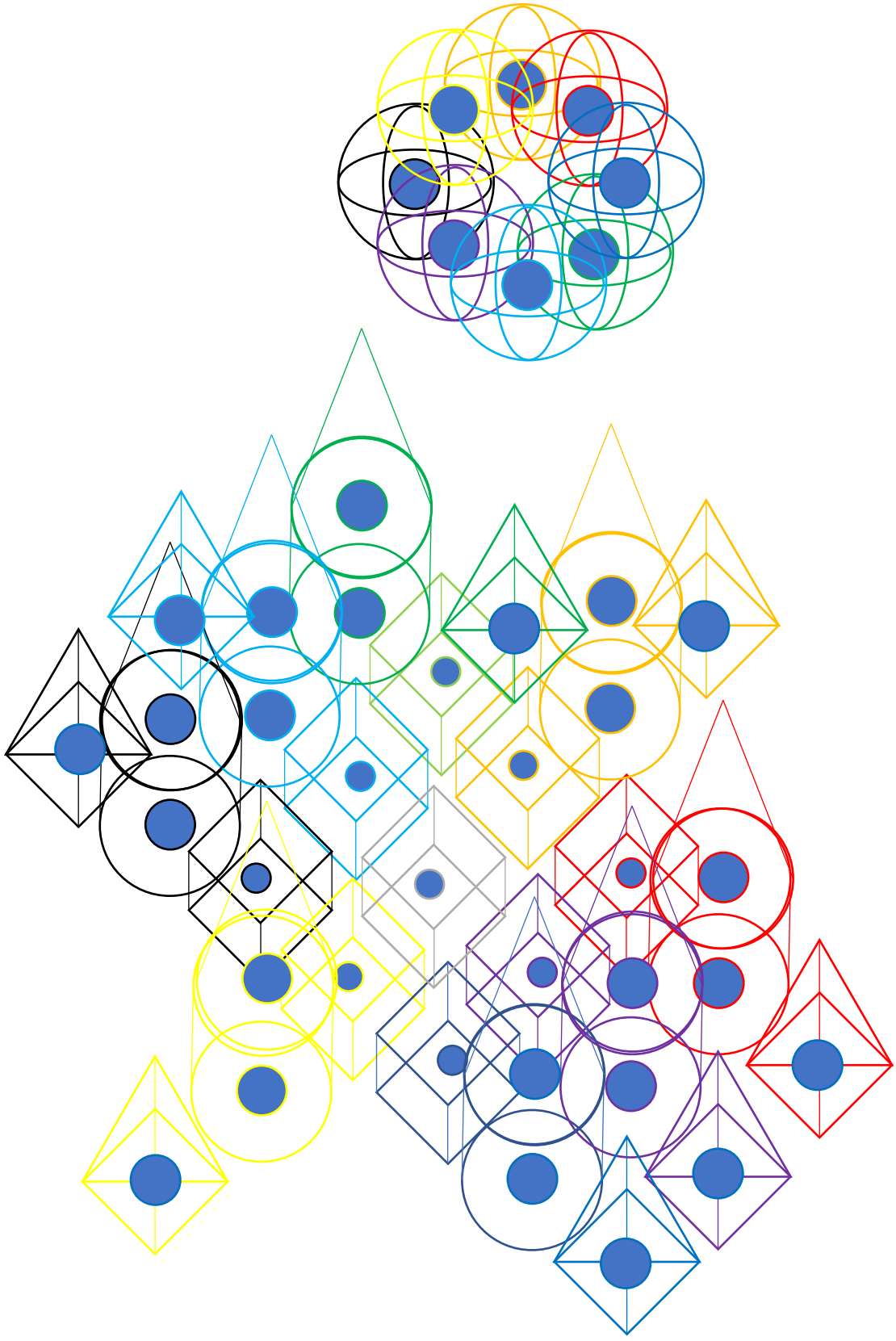
Sanhedrin

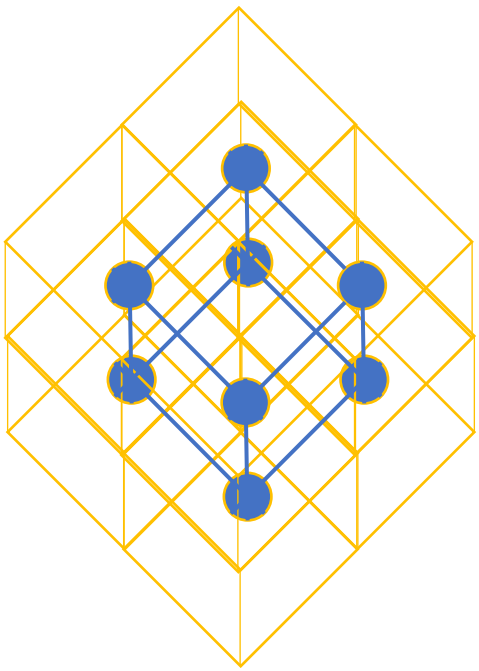
Fedorchenko Mikhail Valerevich

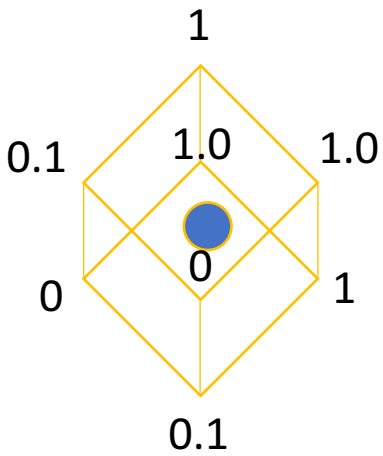
operation

Conclusion



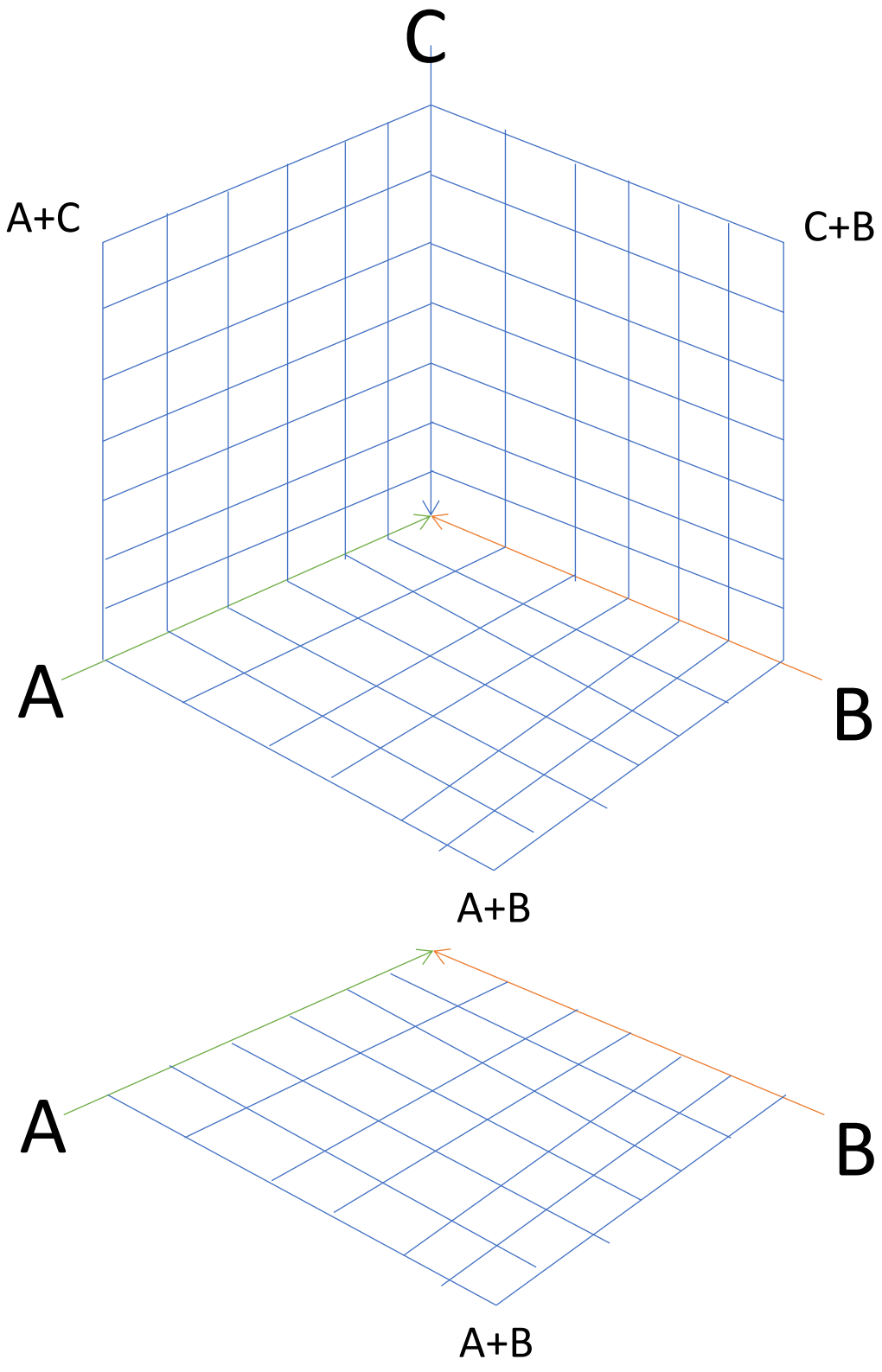






Quantum logic

Fedorchenko Mikhail Valerevich



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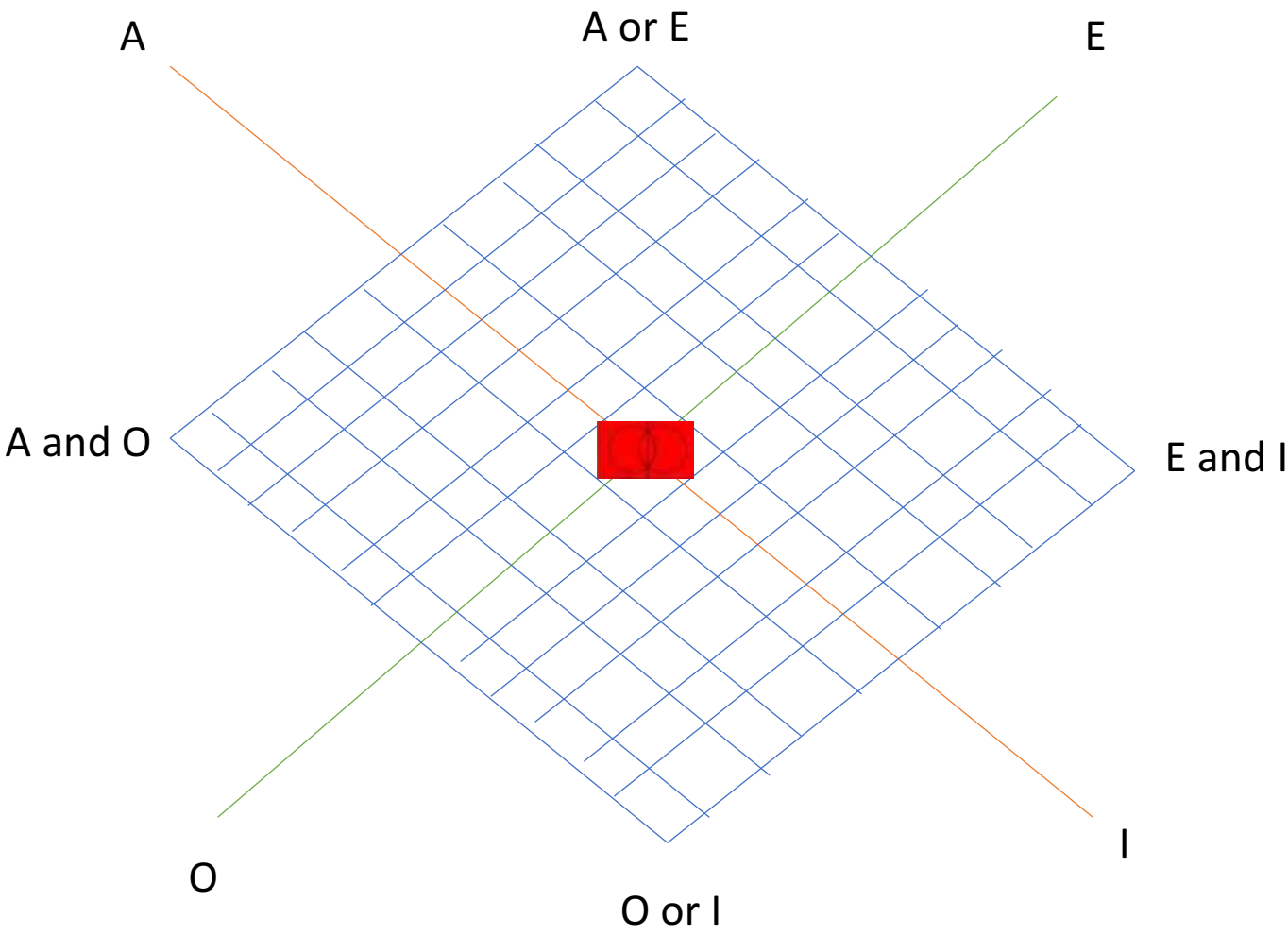
Diogram Fedorchenko Mikhail Valerevich



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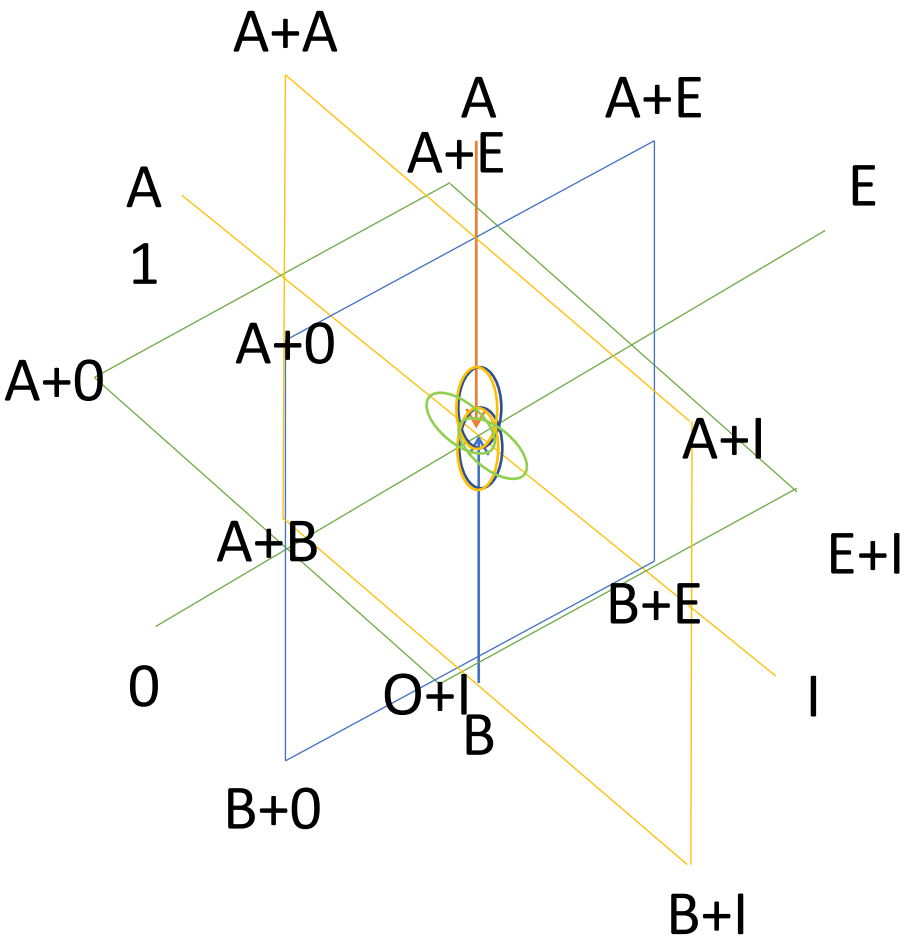

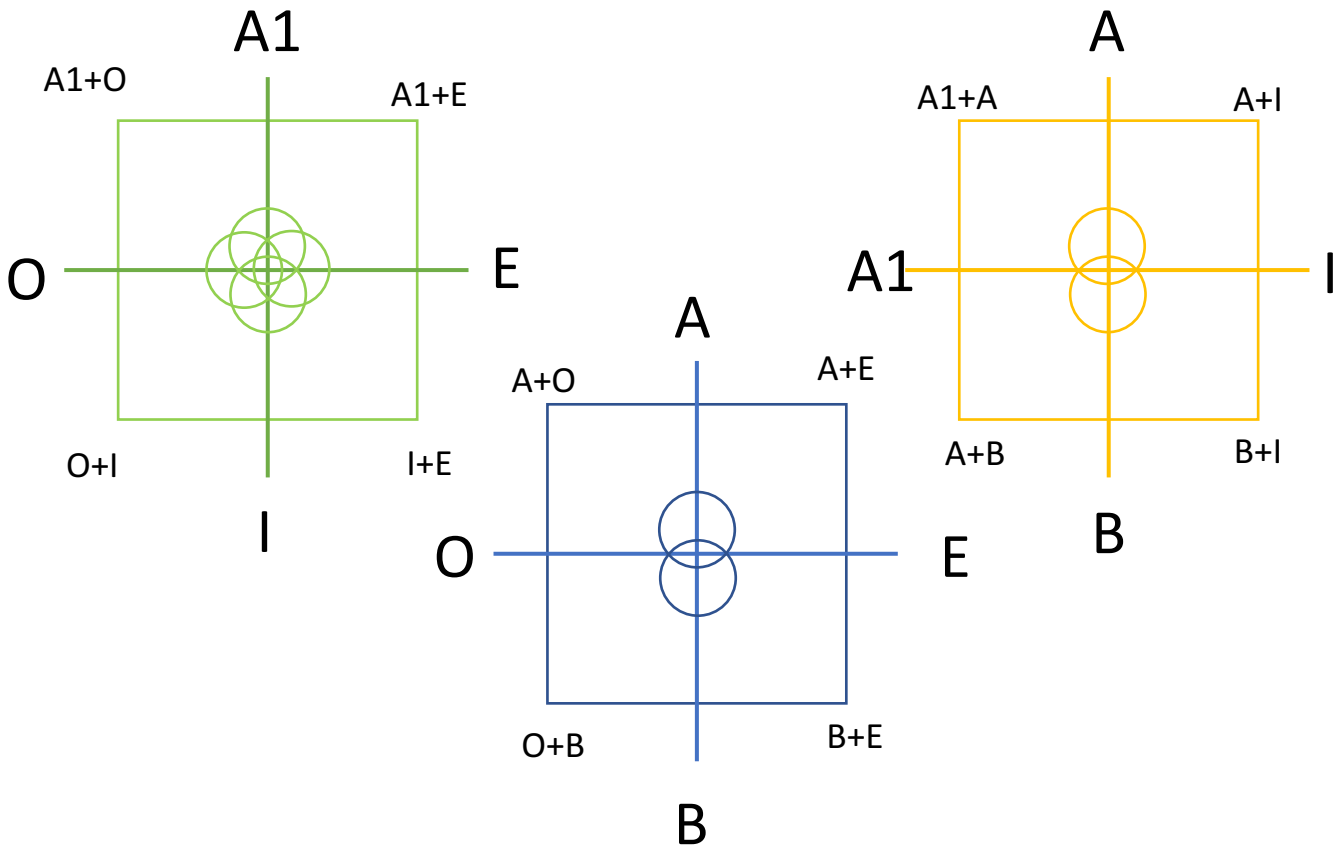

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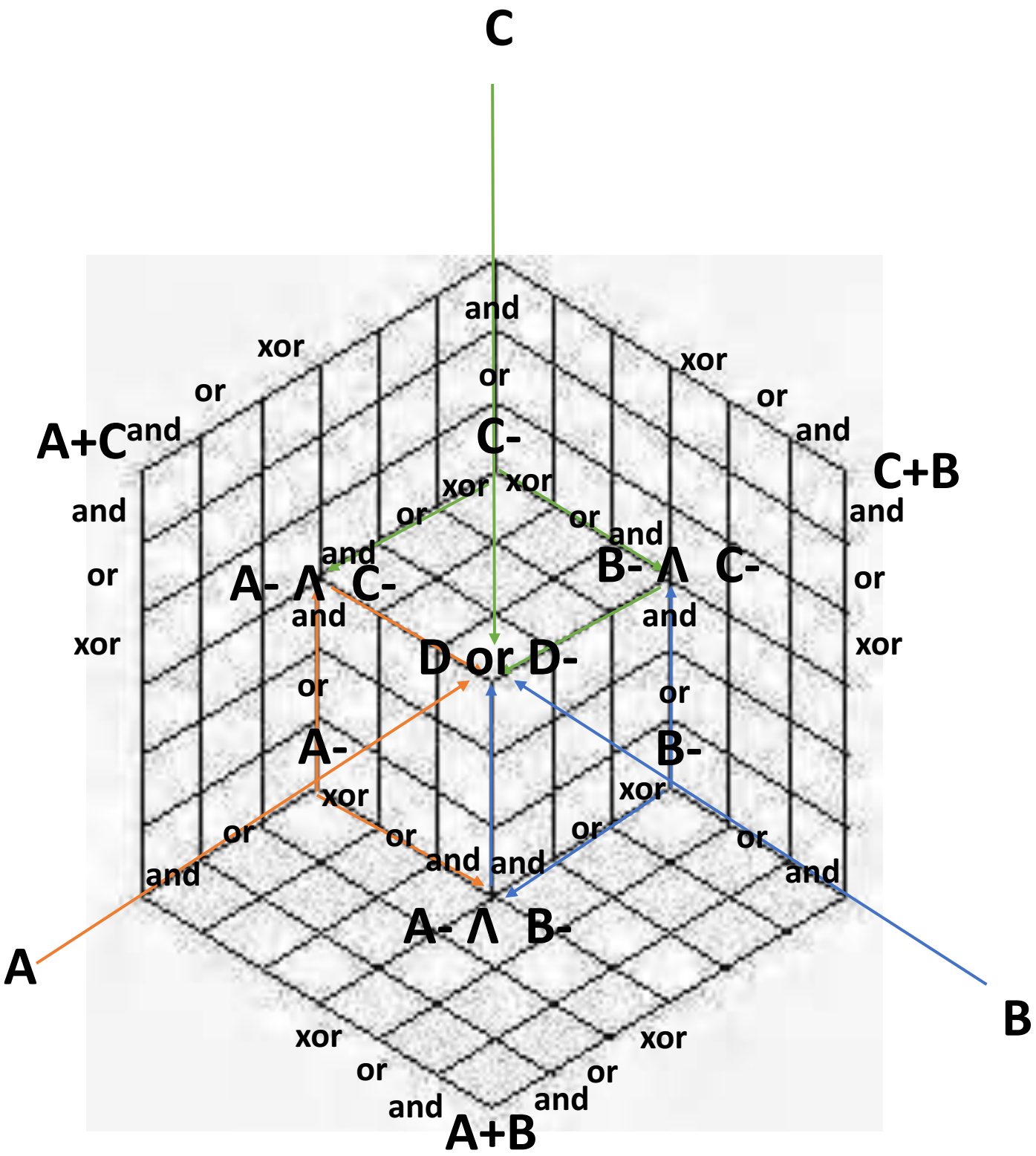

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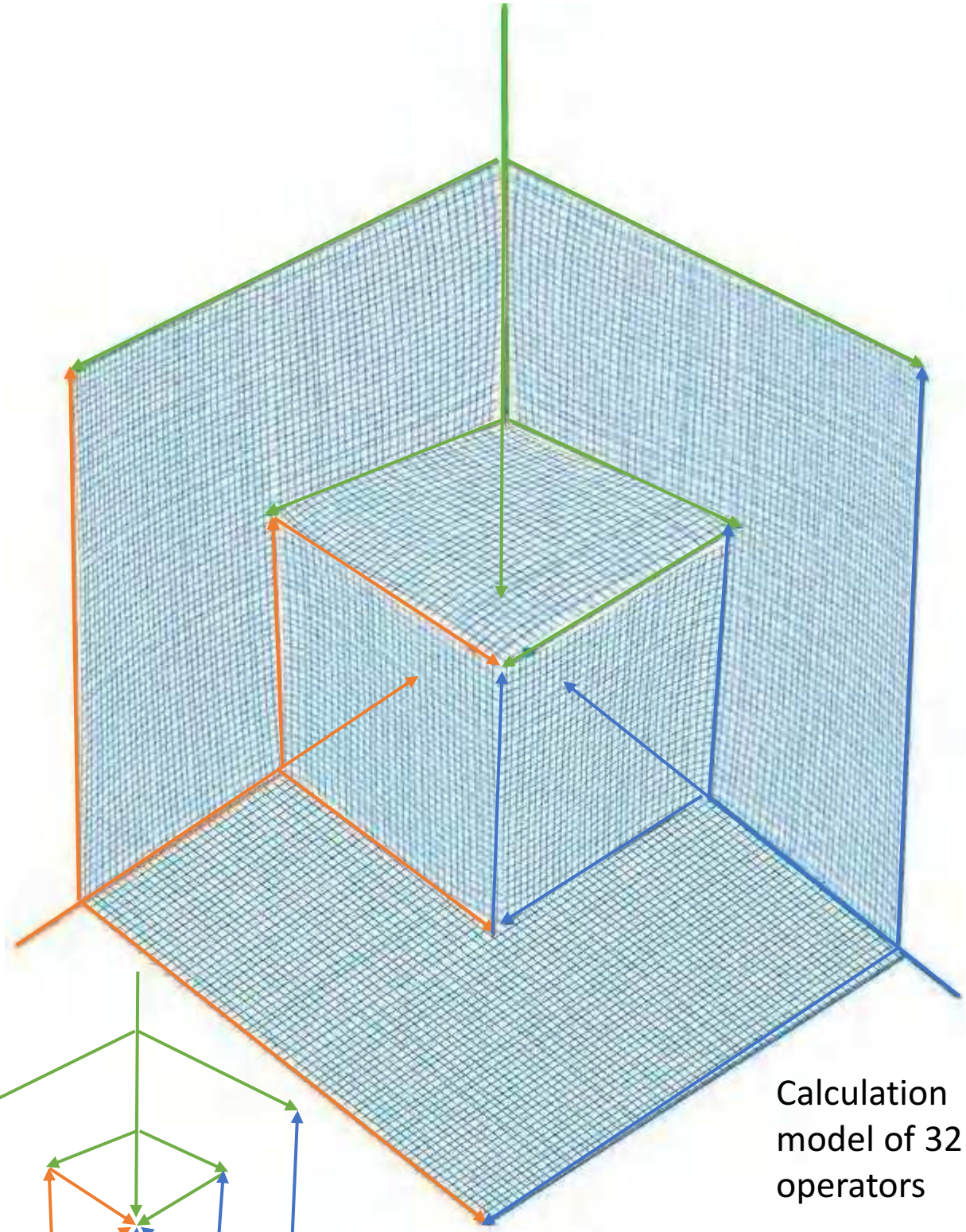
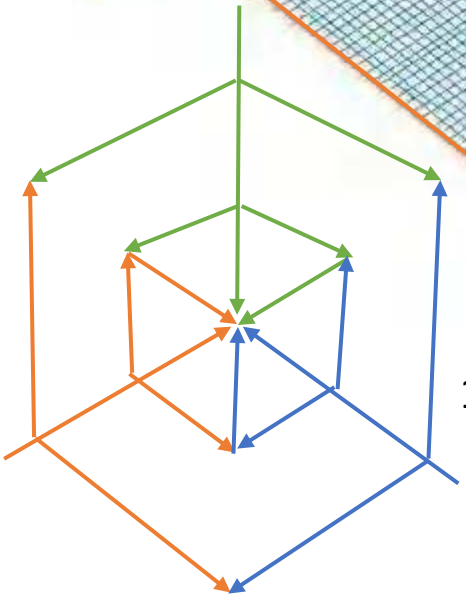


Calculation model of 32 operators



1/8 Model

Model of Reasoning
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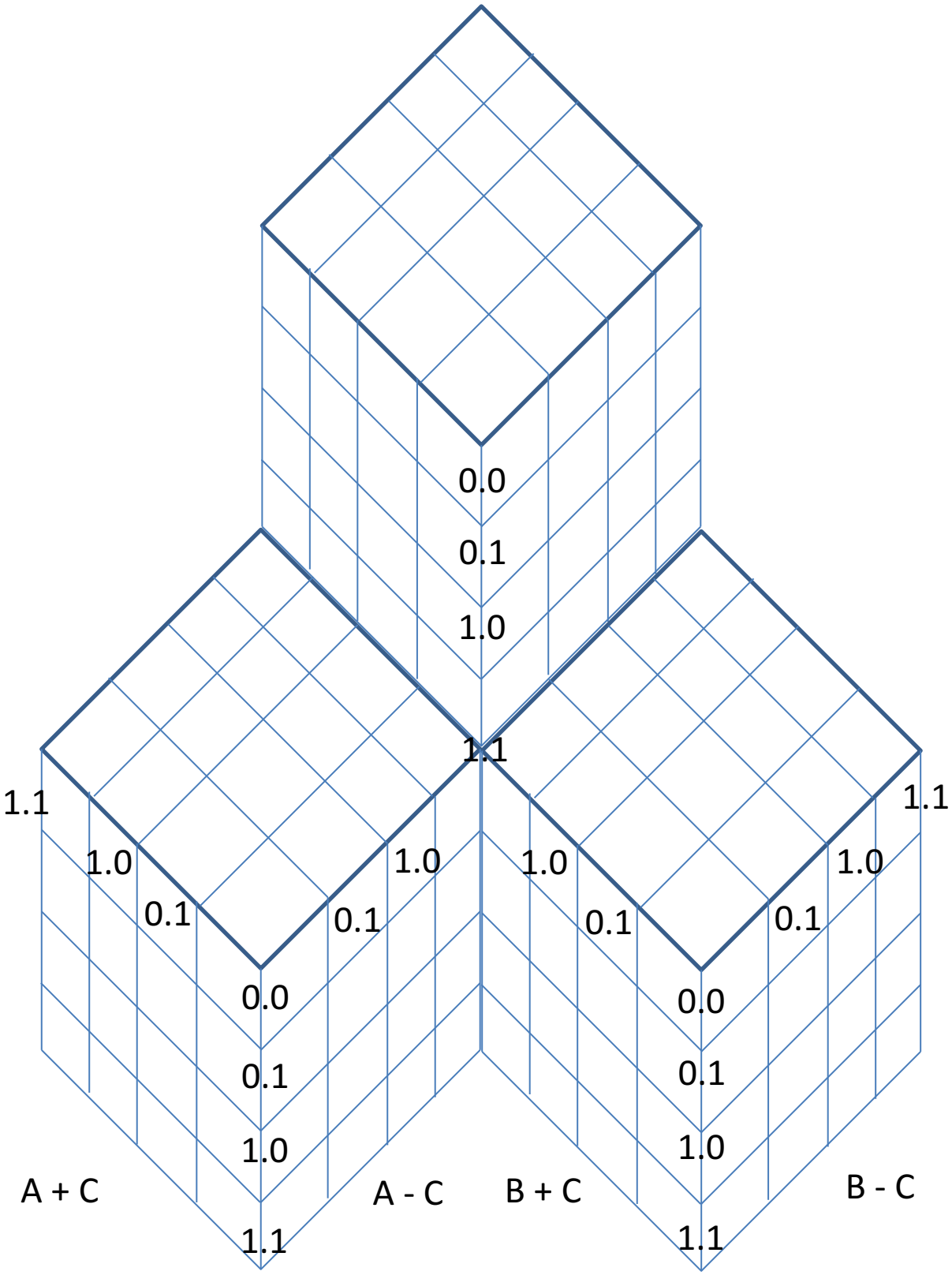

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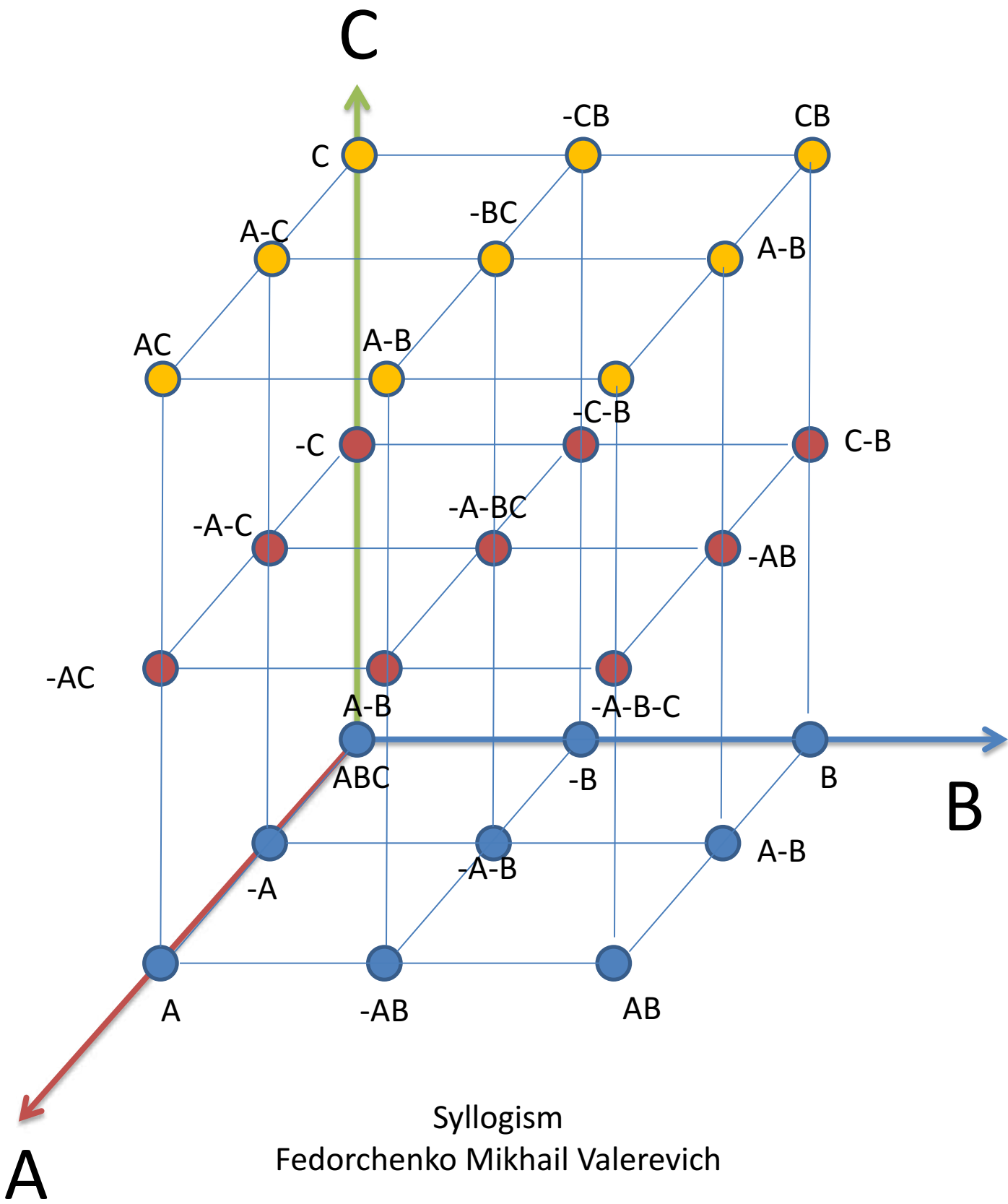
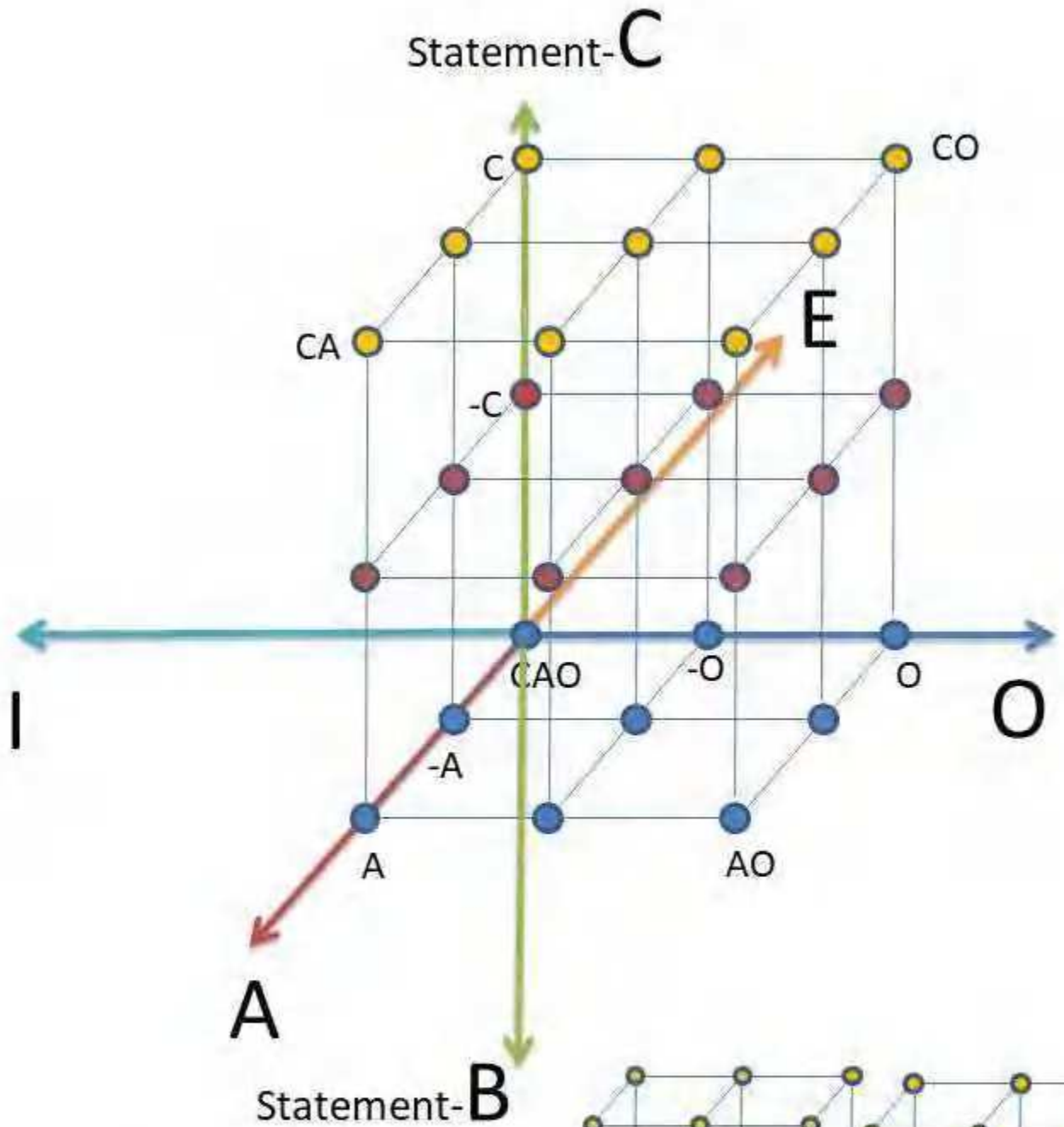


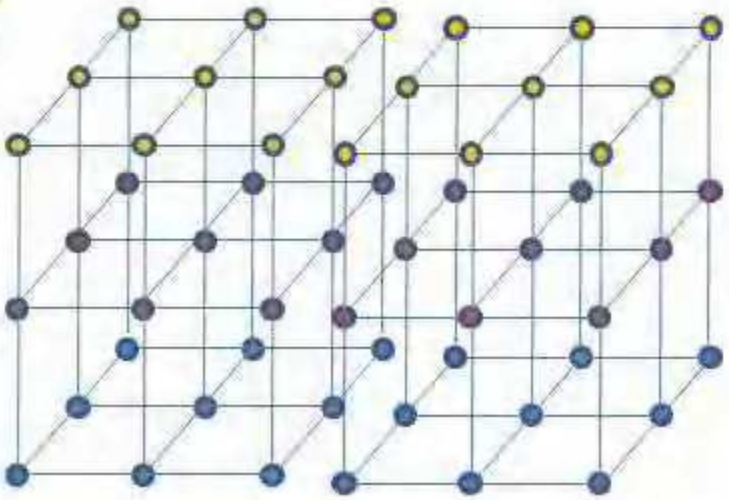
Syllogism

Fedorchenko Mikhail Valerevich

Logical opposition cube



Syllogism
Fedorchenko Mikhail
Valerevich



Basic logical operators:
AND — Returns true if both operands are true.

OR — Returns true if at least one of the operands is true.

XOR — Returns true if only one of the operands is true, but not both.

NAND — Returns false if both operands are true, otherwise true.

NOR — Returns true if both operands are false, otherwise false.

XNOR — Returns true if both operands are the same (both true or both false).

IMPLY — Returns false if the first operand is true and the second is false, otherwise true.

NOT — Inverts the value of the operand (true becomes false, and vice versa).

EQUIV (Equivalence) - Returns true if both operands are the same.

NIMPLY (Negation of Implication) - Returns true if the first operand is true and the second is false, otherwise false.

TRUE (True) - Always returns true.

FALSE (False) - Always returns false.

MAJ (Majority Operator) - Returns true if the majority of operands are true.

MIN (Minority Operator) - Returns true if the minority of operands are true.

XOR3 (Triple XOR) - Returns true if an odd number of operands are true.

AND3 (Triple AND) - Returns true if all three operands are true.

OR3 (Triple OR) — Returns true if at least one of the three operands is true.

NAND3 (Triple NAND) — Returns false if all three operands are true, otherwise true.

NOR3 (Triple NOR) — Returns true if all three operands are false, otherwise false.

IMPLY3 (Triple Implication) — Returns false if the first operand is true and at least one of the others is false, otherwise true.

EQUIV3 (Triple Equivalence) — Returns true if all three operands are the same.

NIMPLY3 (Triple Negation of Implication) — Returns true if the first operand is true and at least one of the others is false, otherwise false.

MAJ3 (Majority Ternary Operator) — Returns true if the majority of its operands are true.

MIN3 (Minority Ternary Operator) — Returns true if the minority of its operands are true.

XOR4 (XOR Quadruple) — Returns true if an odd number of its operands are true.

AND4 (Android Quadruple) — Returns true if all four operands are true.

OR4 (Orrid Quadruple) — Returns true if at least one of its four operands is true.

NAND4 (NAND Quadruple) — Returns false if all four operands are true, otherwise true.

NOR4 (NOR Quadruple) — Returns true if all four operands are false, otherwise false.

IMPLY4 (Quadruple Implication) — Returns false if the first operand is true and at least one of the others is false, otherwise true.

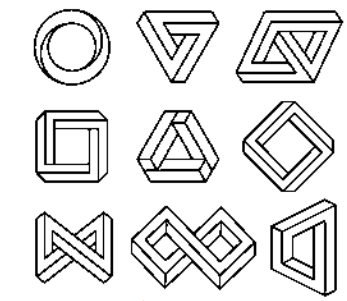
EQUIV4 (Quadruple Equivalence) — Returns true if all four operands are the same.

NIMPLY4 (Quadruple Negation of Implication) — Returns true if the first operand is true and at least one of the others is false, otherwise false.

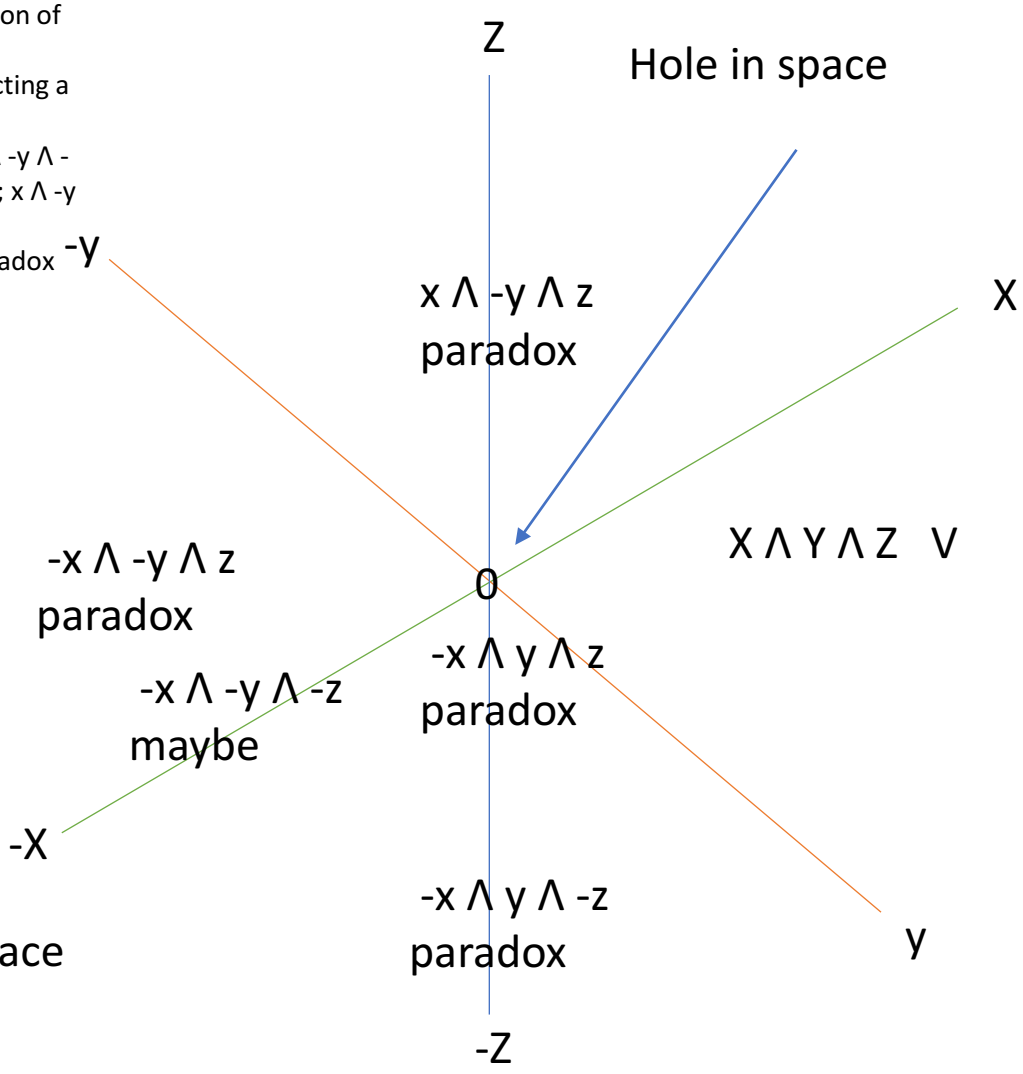
MAJ4 (Quadruple Majority Operator) — Returns true if the majority of the operands are true.

MIN4 (Quadruple Minority Operator) — Returns true if the minority of the operands are true.

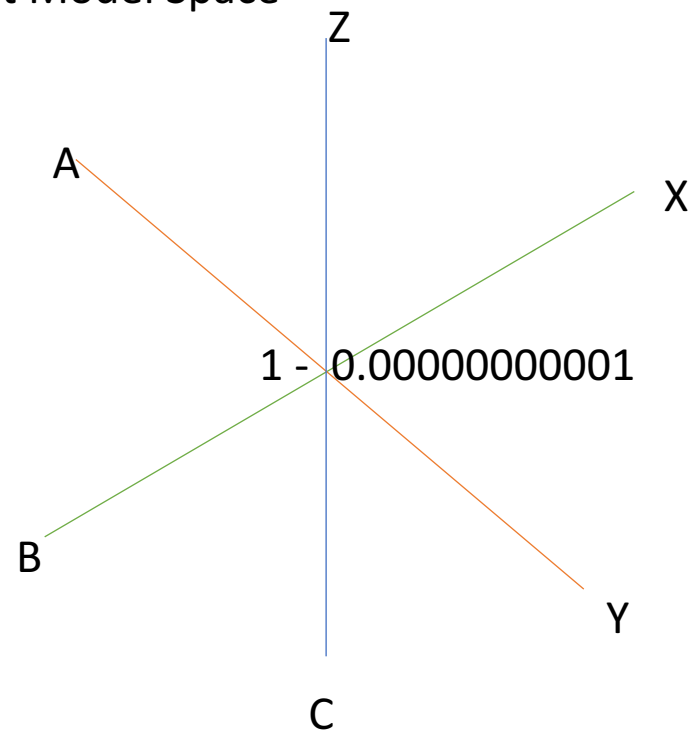
A gross error in the construction of space affects multiwords and multiverse. Example: constructing a space on; x, y, z; -x, -y, -z.
If: x Λ y Λ z is correct, and -x Λ -y Λ -z is admissible, then x Λ y Λ -z; x Λ -y Λ z; -x Λ y Λ z, exist only in mathematics, and are the paradoxes of logic - the point of mathematical logic.



Paradox Model Space



Right Model Space



Model of Reasoning
Logic of the Great, Logic of the Wise
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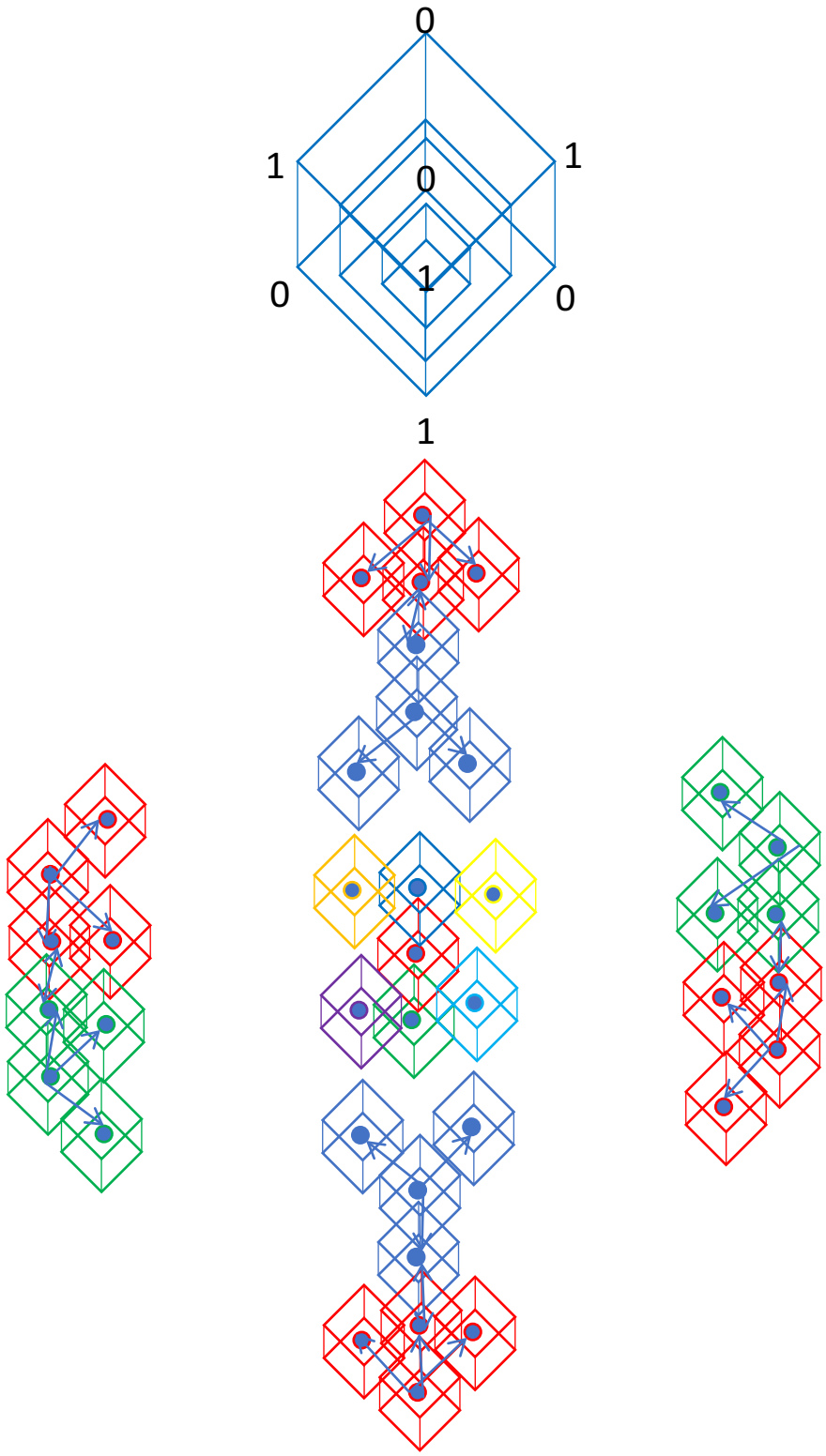
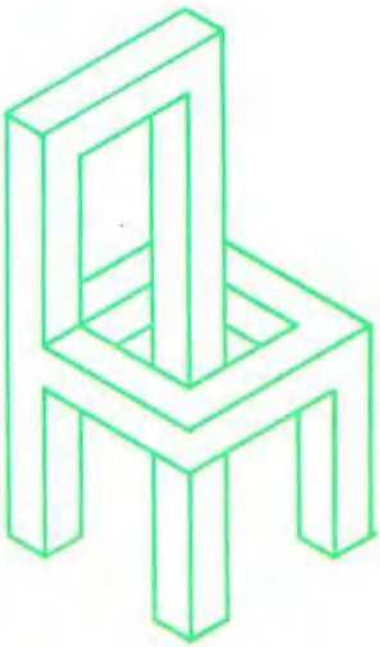
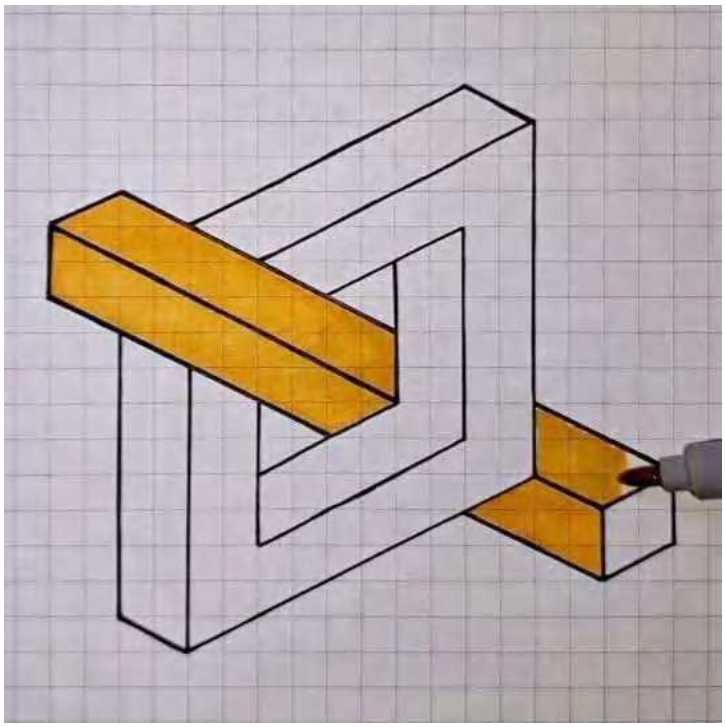
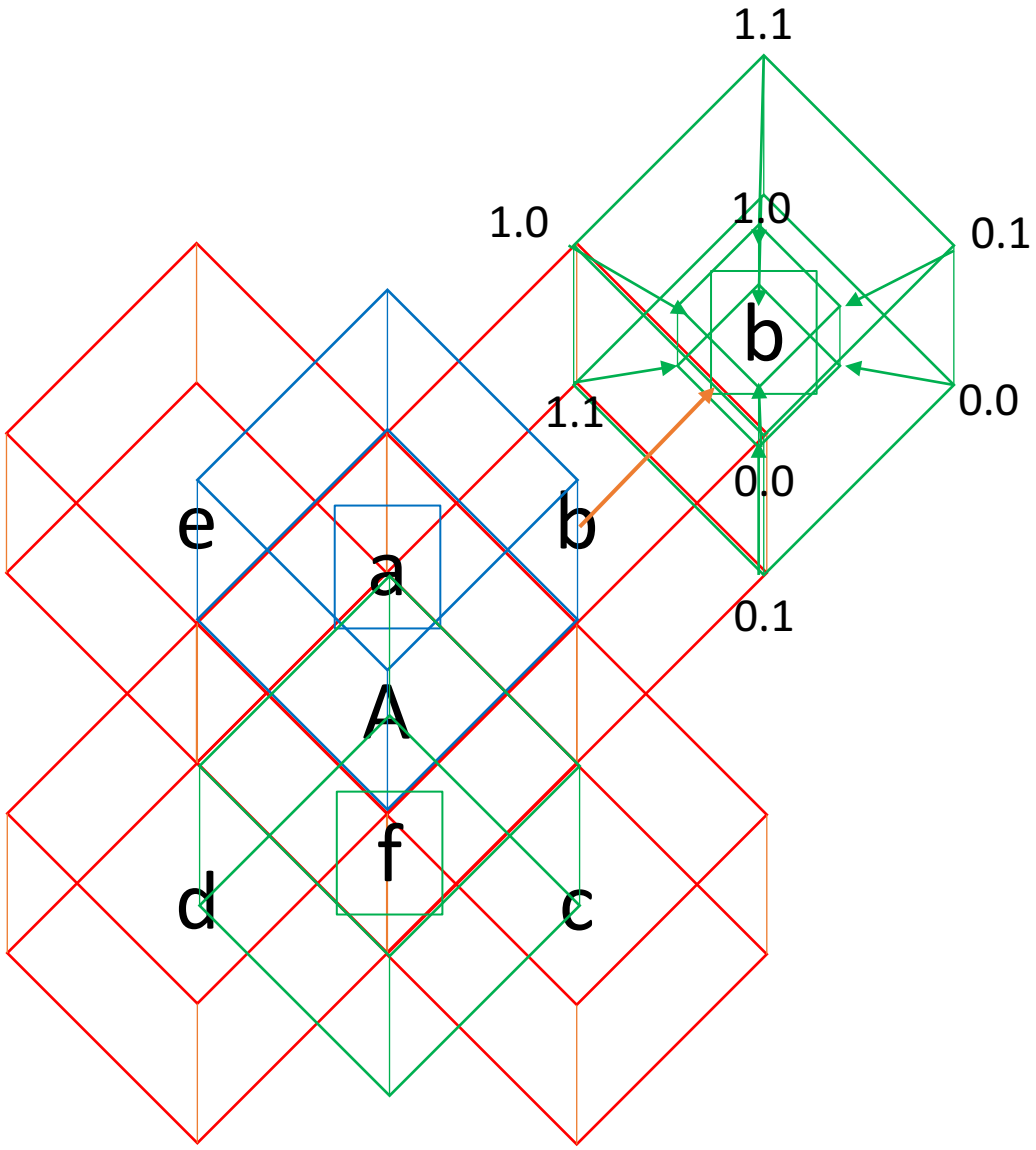


Model of Reasoning
Logic of the Great, Logic of the Wise
Diogram Fedorchenko Mikhail Valerevich

Mathematical logic destroys the logical laws of identity and conformation well.
It is possible mathematically, but destructive in understanding Nature and Reality. Mathematics destroys Logic by its intervention.

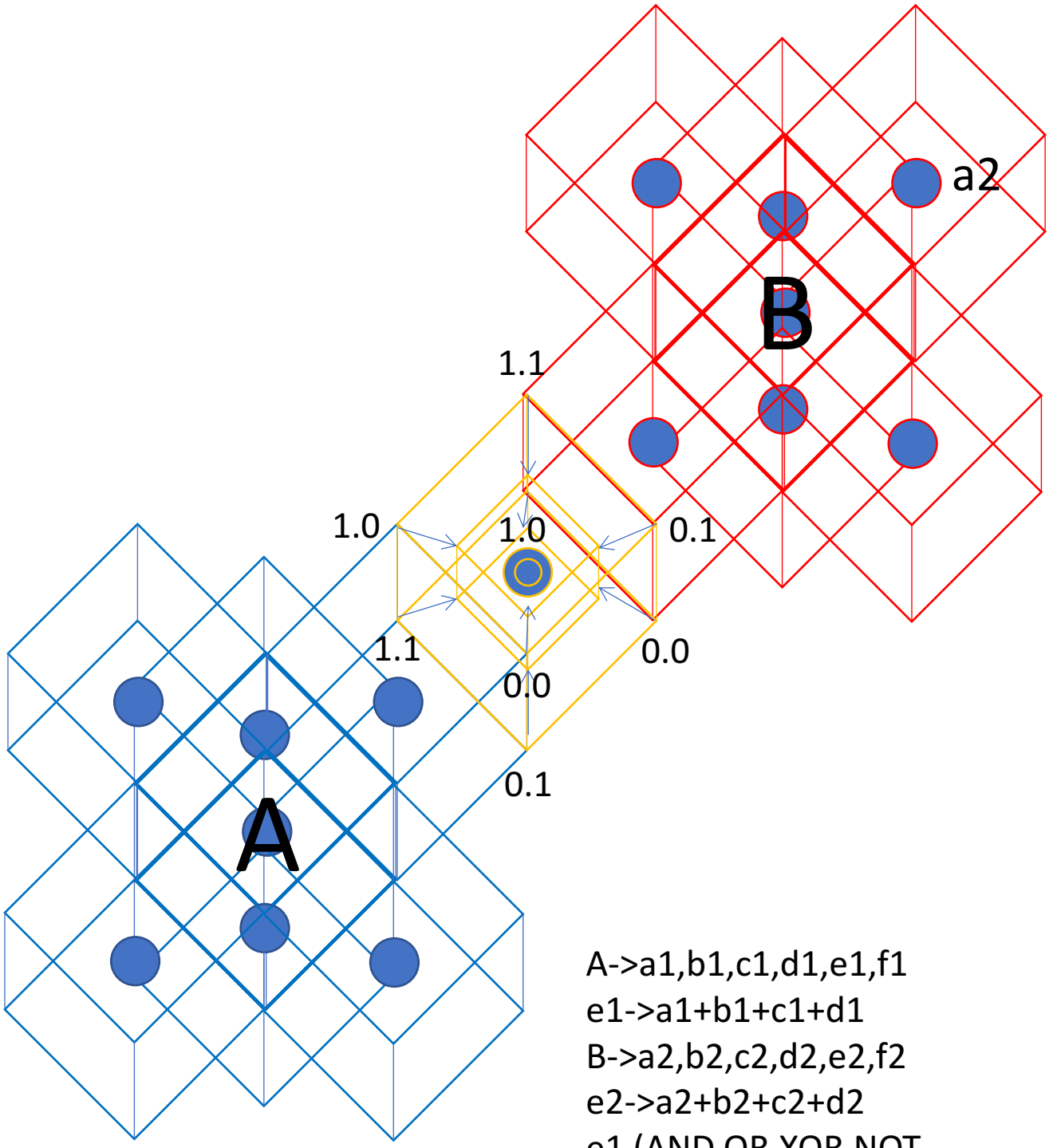






A-> a,b,c,d,e,f
a = b,c,d,e
f = -b,-c,-d,-e
d= -e,-a,-c,-f
b=e,a,c,f
c=a,b,f,d
c=-a,-b,-f,-d

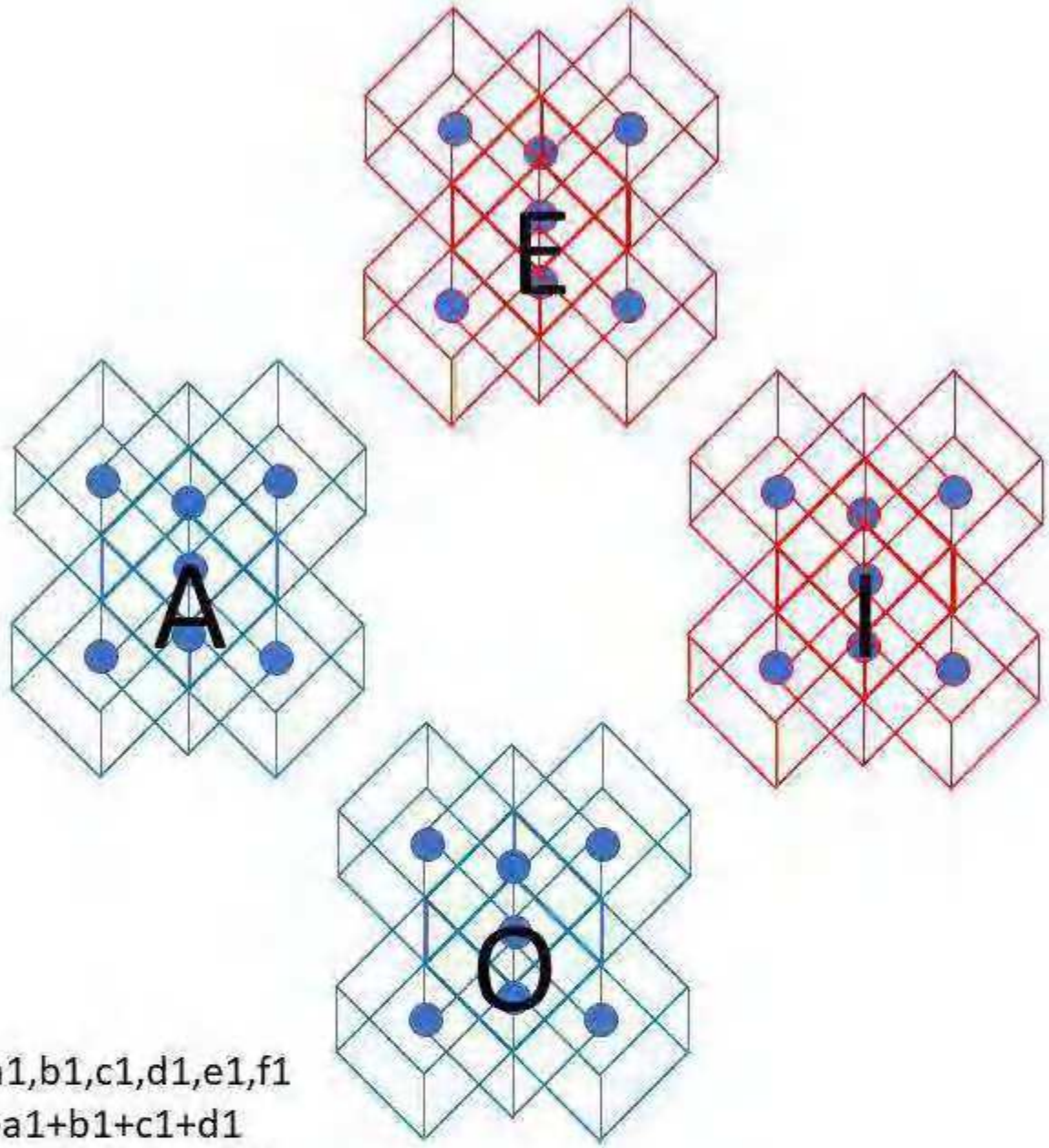
Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich



A->a1,b1,c1,d1,e1,f1
e1->a1+b1+c1+d1
B->a2,b2,c2,d2,e2,f2
e2->a2+b2+c2+d2
e1 (AND,OR,XOR,NOT,
NAND) e2-> true
e1 and a2-> false……..

Оксана.

XP∴ΩN

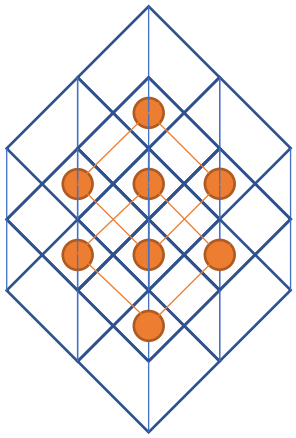


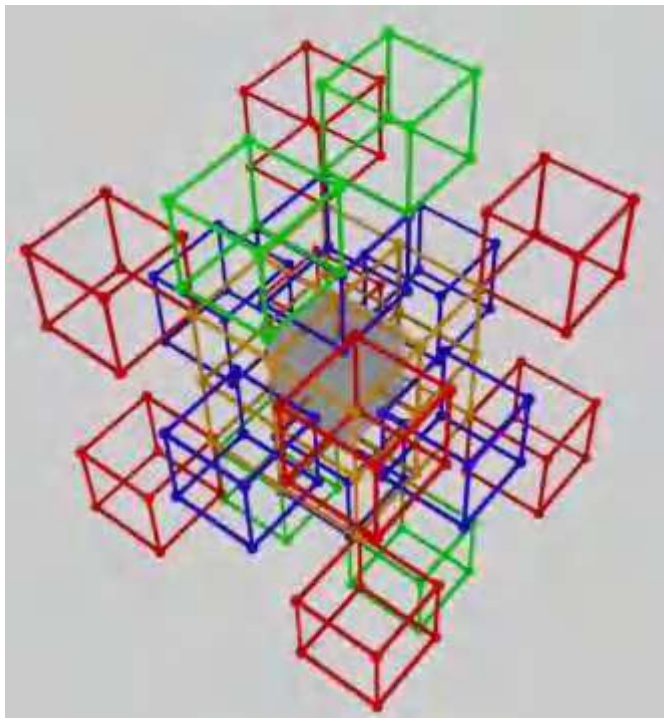
A->a1,b1,c1,d1,e1,f1
e1->a1+b1+c1+d1
E->a2,b2,c2,d2,e2,f2
e2->a2+b2+c2+d2
I->a3,b3,c3,d3,e3,f3
e3->a3+b3+c3+d3
O->a2,b4,c4,d4,e4,f4
e4->a4+b4+c4+d4

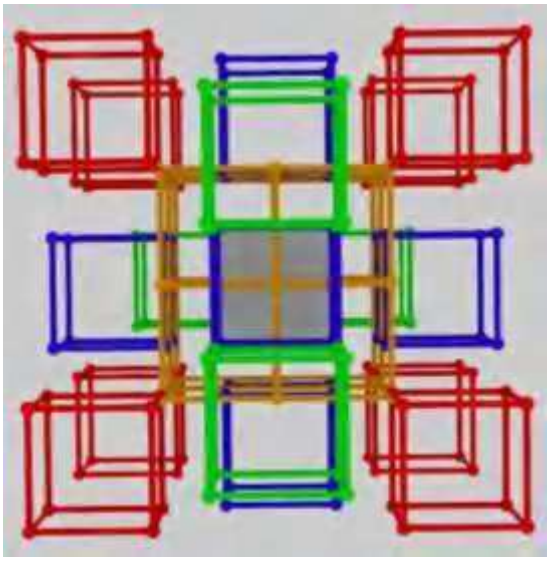
e1 (AND,OR,XOR,NOT, NAND) e2(AND,OR,XOR,NOT, NAND)
e3(AND,OR,XOR,NOT, NAND) e4-> true
e1 and a2-> false.....

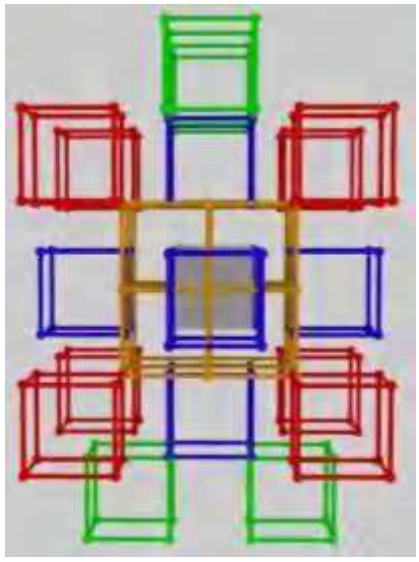
XP∴ΩN

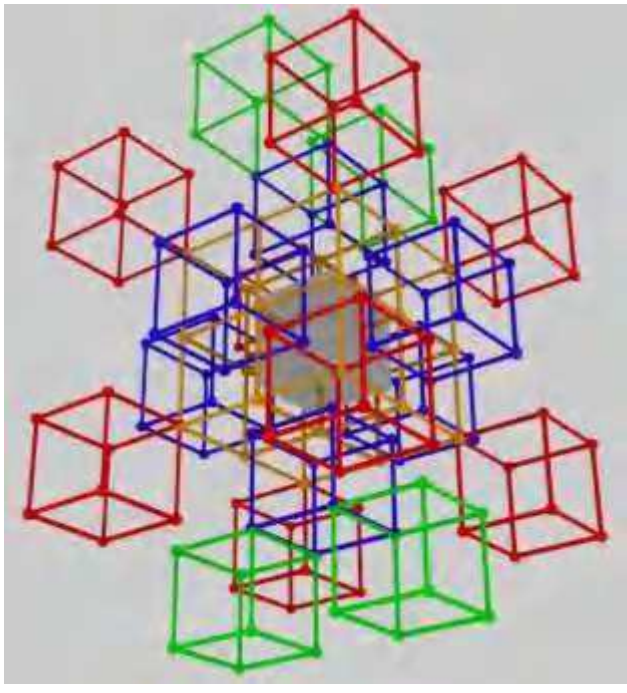
Hexadecimal logical quantum core.

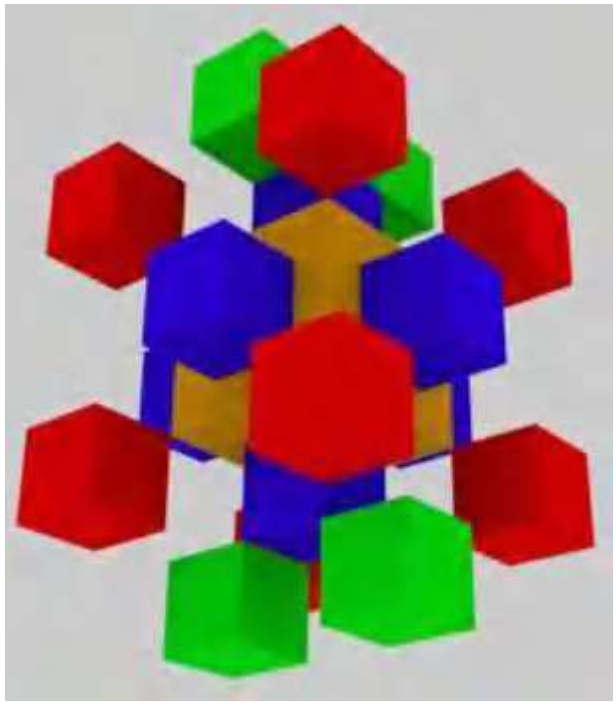


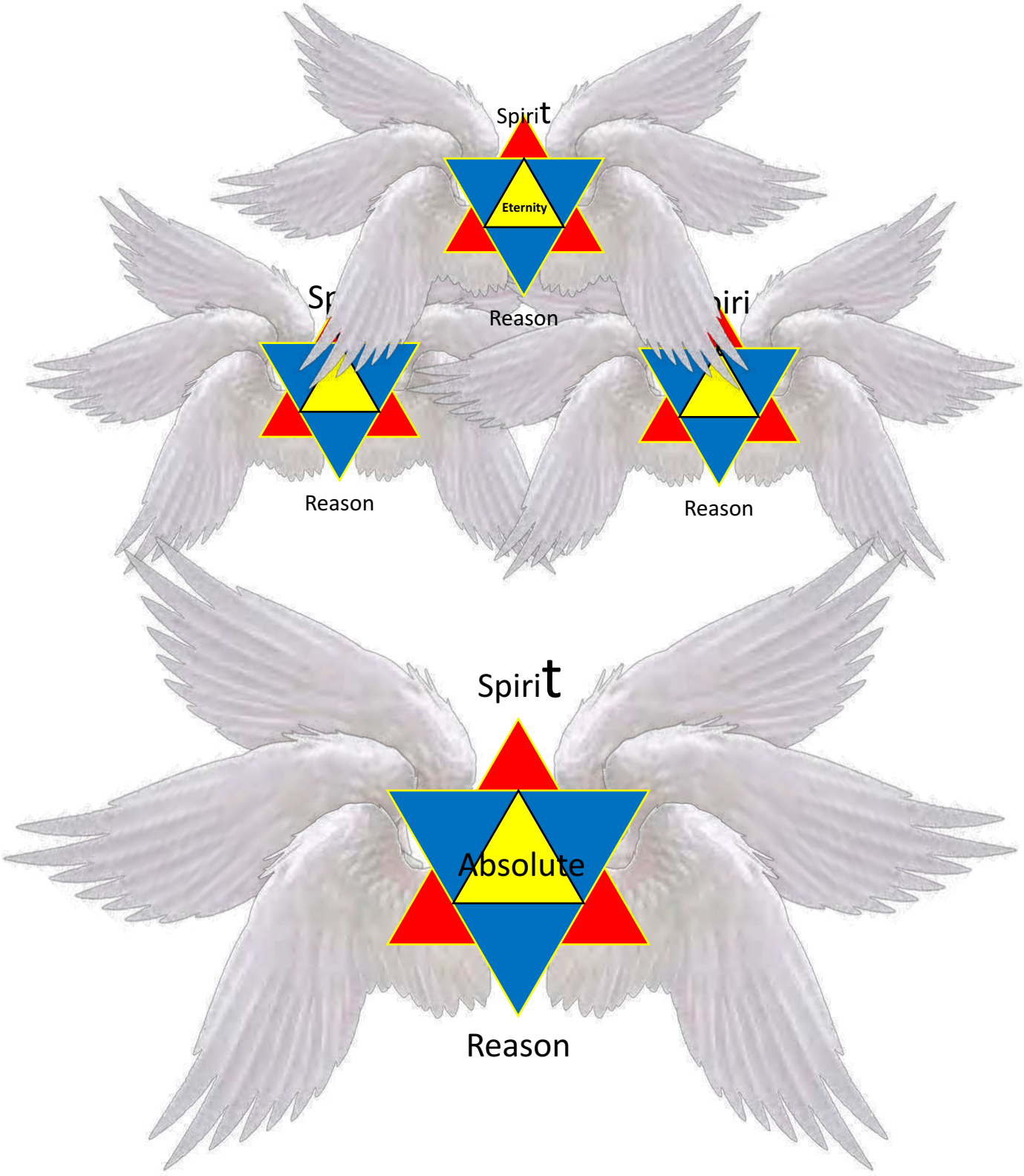












Logic of the Great, Logic of the Wise

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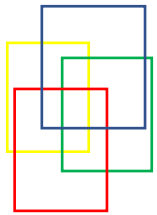
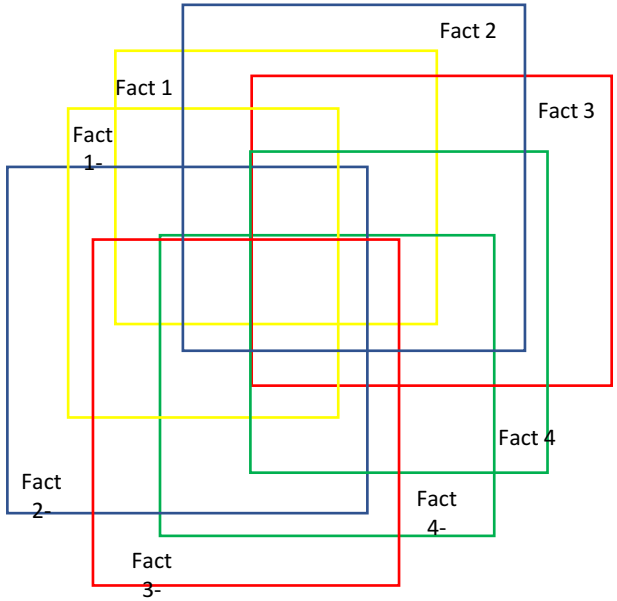
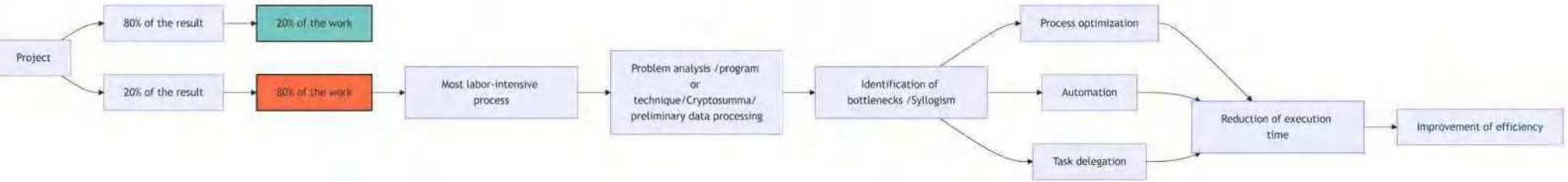
Syllogism-> Cryptosumma

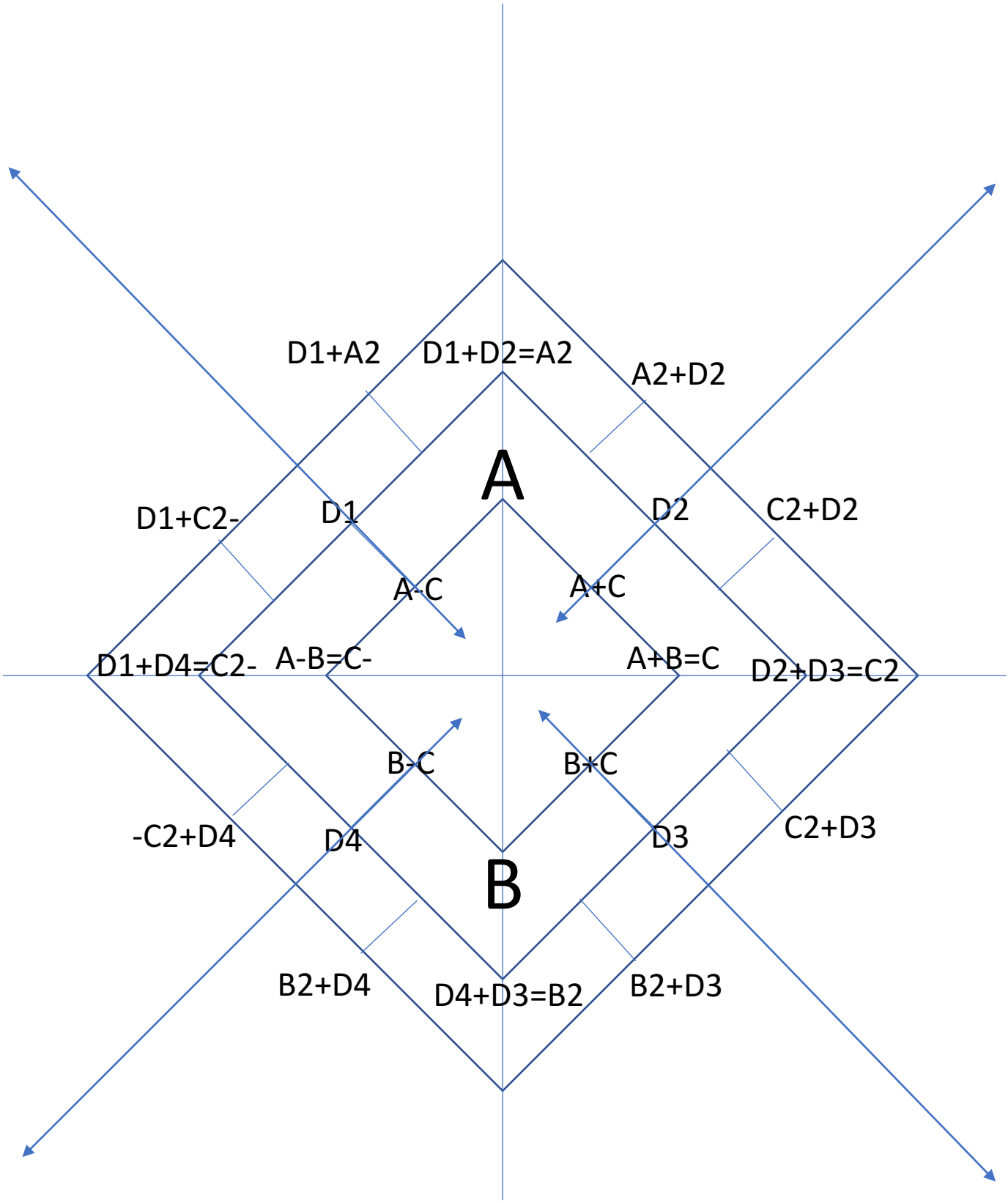
Syllogism
-> Mathematical modeling
-> Cryptosumma (Data Analysis and Synthesis.)







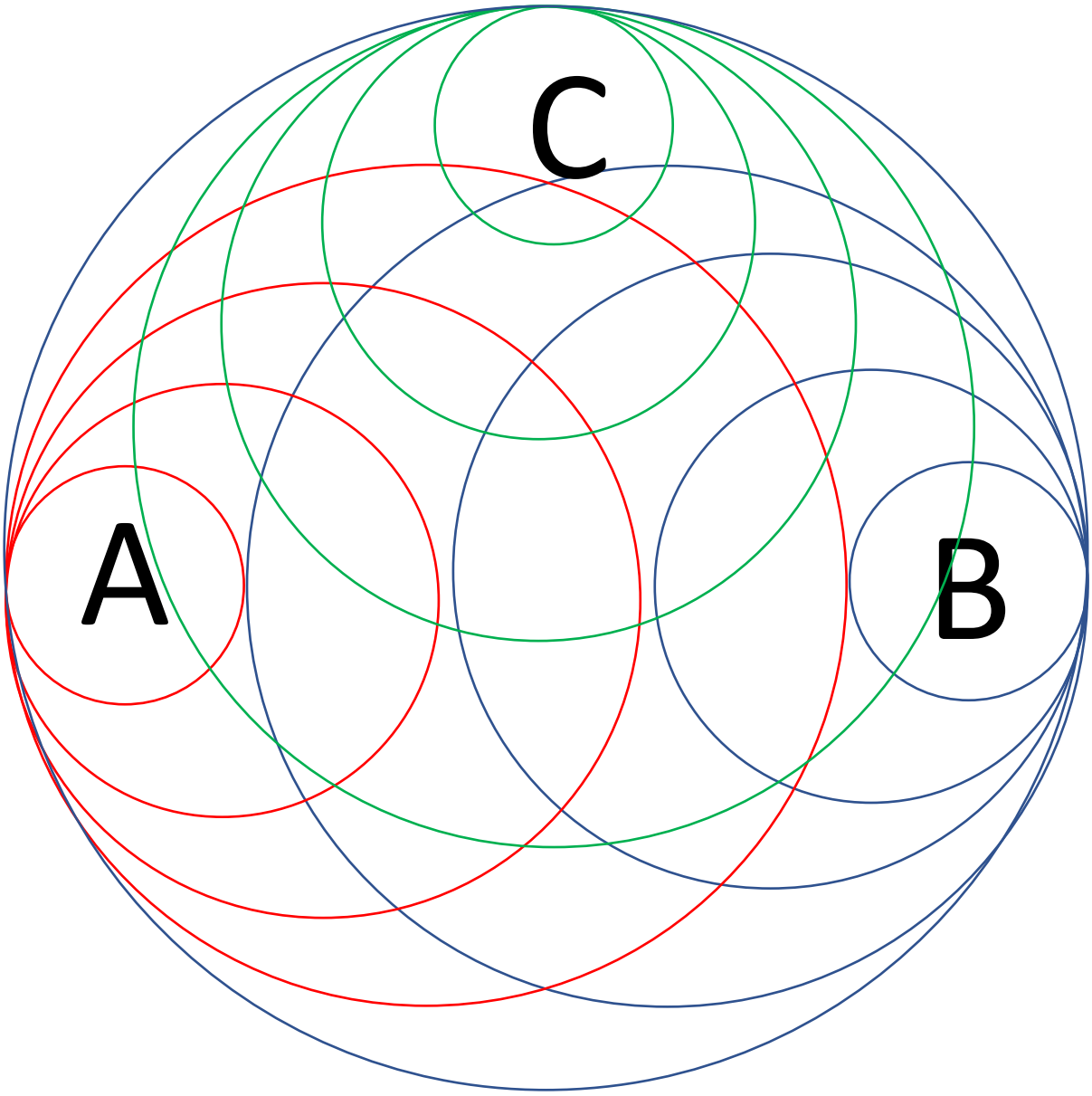
Федорченко Михаил Валерьевич



Logic Matrix

Logic of the Great, Logic of the Wise

Fedorchenko Mikhail Valerevich



Logic of the Great, Logic of the Wise
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To make the rules as precise and universal as possible, taking into account the added values **1.0**, **0.1**, and the ability to use operations to get the desired result (for example, result = 1.0).

1. Basic rules of the system
Each node (\(A, E, I, O \)) and the lines connecting them symbolize logical operations that can take into account partial truth or uncertainty:

1.1. Node designations
- **A (universal truth):** All elements of one set belong to another.
- Default value: \(A = 1.0 \).
- **E (universal false):** No element of one set belongs to another.
- Default value: \(E = 0.0 \).
- **I (partial truth):** Some elements of one set belong to another.
- Value varies: \(I = 0.1 \) (or other, if needed).
- **O (partial false):** Some elements of one set do not belong to another.
- The value varies: \(O = 0.1 \) (or other, if needed).

1.2. Additional conditions
- Each connection between nodes may include a multiplier \(C \) (coefficient), which strengthens or weakens the contribution of the node to the final value.
- Example: if \(C = 2.0 \), the value of the node increases by 2 times.
- Example: if \(C = 0.5 \), the value of the node decreases by 2 times.

1.3. Possible degrees of truth
- \(1.0 \): Absolute truth.
- \(0.1 \): Partial truth.
- \(0.0 \): Absolute falsehood.

2. Rules of operations
2.1. Intersection (\(\cap \))
- Intersection selects the minimum value of two nodes.
\[
A \cap B = \min(A, B)
\]
Example: \(1.0 \cap 0.1 = 0.1 \); \(0.1 \cap 0 = 0 \).

2.2. Union (\(\cup \))
- Union selects the maximum value of two nodes.
\[
A \cup B = \max(A, B)
\]
Example: \(1.0 \cup 0.1 = 1.0 \); \(0.1 \cup 0 = 0.1 \).

2.3. Negation (\(\neg \))
- Negation is calculated as the complement to the full truth.
\[
\neg A = 1.0 - A
\]
Example: \(\neg 1.0 = 0 \); \(\neg 0.1 = 0.9 \).

2.4. Difference (\(A - B \))
- Difference is the intersection of \(A \) with the negation of \(B \).
\[
A - B = A \cdot (1.0 - B)
\]
Example: \(1.0 - 0.1 = 1.0 \cdot 0.9 = 0.9 \); \(0.1 - 0.1 = 0.1 \cdot 0.9 = 0.09 \).

2.5. Node Strengthening (\(C \) factor)
- If a node or link includes a \(C \) factor, the resulting value of the node changes:
\[
A \cdot C = A \times C
\]
Example: \(0.1 \cdot 2.0 = 0.2 \); \(1.0 \cdot 0.5 = 0.5 \).

3. Refining Logical Connections
Each line between nodes in the image can symbolize one or more operations:
- **Straight Line:** Symbolizes intersection ($\cap$).
- **Branching Line:** Symbolizes union ($\cup$).
- **Line with Inverse Node:** Symbolizes negation ($\neg$).

Example 1:
Line connects A and I:
$$
A \cap I = \min(A, I)
$$

Example 2:
Line connects A, I, and adds O:
$$
(A \cap I) \cup O = \max(\min(A, I), O)
$$

Example 3:
Line with negation of E:
$$
((A \cap I) \cup O) \cap \neg E = \min(\max(\min(A, I), O), \neg E)
$$

4. Final conditions for the result = 1.0
For the result to be 1.0, it is necessary that:
1. The intersection ($\cap$) involves nodes with the maximum value of 1.0.
2. The union ($\cup$) had at least one node with 1.0.
3. The negation ($\neg$) excluded only nodes with 0.0, so as not to reduce the final result.
4. Additionally, the multiplier C can be applied to increase the result to 1.0.

5. Calculation example
Condition:
Nodes have values:
- $A = 1.0$,
- $I = 0.1$,
- $E = 0.0$,
- $O = 0.1$.

Goal:
Get a result $= 1.0$.

Step 1: Intersect $A \cap I$
$$
A \cap I = \min(1.0, 0.1) = 0.1
$$

Step 2: Combine with O
$$
(A \cap I) \cup O = \max(0.1, 0.1) = 0.1
$$

Step 3: Negate $\neg E$
$$
\neg E = 1.0 - 0.0 = 1.0
$$

Step 4: Intersect with $\neg E$
$$
((A \cap I) \cup O) \cap \neg E = \min(0.1, 1.0) = 0.1
$$

Step 5: Boost the final value
Apply the multiplier $C = 10.0$:
$$
Result = 0.1 \cdot 10.0 = 1.0
$$

6. Conclusion
Now the rules are taken into account using 1.0, 0.1, and multipliers.

Let's refine additional logic to make the system more flexible and universal, and add new capabilities for operations and calculations.

1. Extended degrees of truth
Let's add more gradations of truth to work with uncertainty:
- **1.0** — absolute truth.
- **0.9** — almost complete truth (high probability).
- **0.5** — equilibrium state (partial uncertainty).
- **0.1** — partial truth (low probability).
- **0.0** — absolute false.

These values can be used to refine logical conditions.

2. Refined operations

2.1. Flexible intersection ($\cap$)
The intersection can be refined taking into account the "weight" of each node. If A and B have different weights (W_A and W_B), the result is calculated as a weighted intersection:
$$
A \cap B = \frac{A \cdot W_A + B \cdot W_B}{W_A + W_B}
$$
- Example: $A = 1.0, W_A = 2$; $B = 0.1, W_B = 1$:
$$
A \cap B = \frac{1.0 \cdot 2 + 0.1 \cdot 1}{2 + 1} = \frac{2.1}{3} = 0.7
$$

If weights are not specified, the default operation is:
$$
A \cap B = \min(A, B)
$$

2.2. Flexible Join ($\cup$)
Join with weights:
$$
A \cup B = \frac{A \cdot W_A + B \cdot W_B}{W_A + W_B}
$$
If weights are not specified:
$$
A \cup B = \max(A, B)
$$

2.3. Weight Multiplier (C)
Each node value or operation result can be strengthened or weakened using a multiplier C:
$$
A \cdot C = A \times C
$$
- $C > 1.0$: Strengthening the truth value.
- $0 < C < 1.0$: Weakening the truth value.
- Example: $A = 0.1$, $C = 10.0$:
$$
A \cdot C = 0.1 \cdot 10.0 = 1.0
$$

2.4. Threshold Union and Intersection
Sometimes you want to consider a result only if it exceeds a certain threshold (T):
- **Threshold Intersection:**
$$
A \cap_T B =
\begin{cases}
\min(A, B), & \text{if } \min(A, B) \geq T \\
0, & \text{otherwise}
\end{cases}
$$
- **Threshold Union:**
$$
A \cup_T B =
\begin{cases}
\max(A, B), & \text{if } \max(A, B) \geq T \\
0, & \text{otherwise}
\end{cases}
$$

Example: $A = 0.5$, $B = 0.9$, threshold $T = 0.6$:
- $A \cap_T B = 0$ (result does not exceed the threshold).
- $A \cup_T B = 0.9$ (the result is above the threshold).

2.5. Average value
If you need to calculate the average degree of truth of several nodes:
$$
\text{Average}(A, B, C) = \frac{A + B + C}{3}
$$
Example: $A = 1.0, B = 0.1, C = 0.5$:
$$
\text{Average} = \frac{1.0 + 0.1 + 0.5}{3} = 0.533
$$

2.6. Limited gain
To prevent the gain from exceeding the value 1.0 a limitation is used:
$$
A \cdot C = \min(A \times C, 1.0)
$$
Example: $A = 0.9$, $C = 2.0$:
$$
A \cdot C = \min(0.9 \cdot 2.0, 1.0) = 1.0
$$

3. Example of refined calculation

Condition:
- Nodes have values: $A = 1.0$, $I = 0.1$, $E = 0.0$, $O = 0.5$.
- Node weights: $W_A = 2.0$, $W_I = 1.0$, $W_O = 1.0$.
- Total = 1.0.

Step 1: Intercept $A \cap I$ (weighted)
$$
A \cap I = \frac{1.0 \cdot 2 + 0.1 \cdot 1}{2 + 1} = \frac{2.1}{3} = 0.7
$$

Step 2: Combine the result with O (weighted)
$$
(A \cap I) \cup O = \frac{0.7 \cdot 2 + 0.5 \cdot 1}{2 + 1} = \frac{1.4 + 0.5}{3} = 0.633
$$

Step 3: Negate E
$$
\neg E = 1.0 - 0.0 = 1.0
$$

Step 4: Intersect the result with $\neg E$
$$
((A \cap I) \cup O) \cap \neg E = \min(0.633, 1.0) = 0.633
$$

Step 5: Boost the result to 1.0
Apply the multiplier $C = 1.58$:
$$
\text{Result} = 0.633 \cdot 1.58 = 1.0
$$

4. Conclusion
The added logic allows us to take into account node weights, thresholds, boost limiting, and other refinements.

The new principle described in your query is an extension of formal logic that introduces more flexible ways of handling the truth and falsity of propositions by taking into account uncertainty, partial truth, and the weights of logical nodes and operations. This approach solves a number of fundamental problems and poses new challenges that complement and develop existing areas of formal logic.

Fundamental problems solved by the new principle
The problem of absolute truth and falsity

Classical logic: Absolute truth (
1.0
1.0) and falsity (
0.0
0.0) do not take into account partial states, which makes it limited for modeling the real world, where uncertainty exists.
New principle: Introducing intermediate degrees of truth (e.g.,
0.1
,
0.5
,
0.9
0.1,0.5,0.9) allows us to describe situations with partial certainty and take into account probabilistic or conditional truths. This corresponds to real-life situations where truth and falsehood are rarely absolute.
The problem of uncertainty and incorrect data

Classical logic: If information is insufficient or inconsistent, the system either breaks down or requires complex workarounds.
New principle: Using truth gradations and weighted operations allows working with inconsistent data. For example, weighted intersections and unions make it possible to take into account the contribution of each source of information.
Integration of component weights and significance

Classical logic: All components in classical logic are equal, which does not always correspond to real-life problems (for example, the significance of a proof may depend on its context).
New principle: Introducing node weights and operations makes it possible to take into account the significance of individual arguments or factors in a logical conclusion.
The problem of pragmatic logic

Classical logic: Does not provide convenient tools for analyzing situations where it is necessary to evaluate many possible scenarios, each of which has partial truth.
New principle: Allows modeling complex logical systems (e.g., multi-valued logic, blur logic), where truth and falsity depend on context, probability, and other factors.
Automation and computability of logical inferences

Classical logic: Often faces difficulties when applied to problems of machine learning, artificial intelligence, or big data analysis, where uncertainty is a key factor.
New principle: Easily integrated into computing systems, since weighted operations and intermediate truth states naturally complement optimization algorithms, probabilistic models, and neural networks.
New problems posed by the principle
Development of new algebraic structures

The need to create new formal systems that include degrees of truth, weights, thresholds, and a variety of operations such as weighted intersection and union.
Construction of extensions of classical Boolean algebra for multi-valued and weighted logics.
Defining new laws and axioms

Checking how traditional laws of classical logic (e.g., the law of double negation, the law of excluded middle) work in the context of multi-valued and weighted logic.
Introducing new laws, e.g., to describe the interaction of weights and thresholds.
Modeling and analyzing complex systems

Using the new principle to model complex systems, such as social networks, biological systems, economic models, where there are uncertain and weighted dependencies.
Developing inference systems that take into account probabilistic scenarios.
Integration with probabilistic logic

Combining the new approach with probability theory to create logical-probabilistic systems, where each degree of truth can be associated with the probability of an event.
Developing fuzzy logic

The new principle complements and extends the existing fuzzy logic, including aspects such as weights and thresholds, making it more applicable to practical problems, such as managing complex systems.
Practical implementation in artificial intelligence

Integration into AI systems for more flexible decision-making based on partial data, as well as for dealing with uncertainty and contradictions.
Application in neural networks, where node weights can be directly related to the concept of the degree of truth.
Theory of optimization of logical inferences

Research on how the new principle can be used to optimize logical chains and reduce computational costs in the analysis of large data systems.

Philosophical and Methodological Research

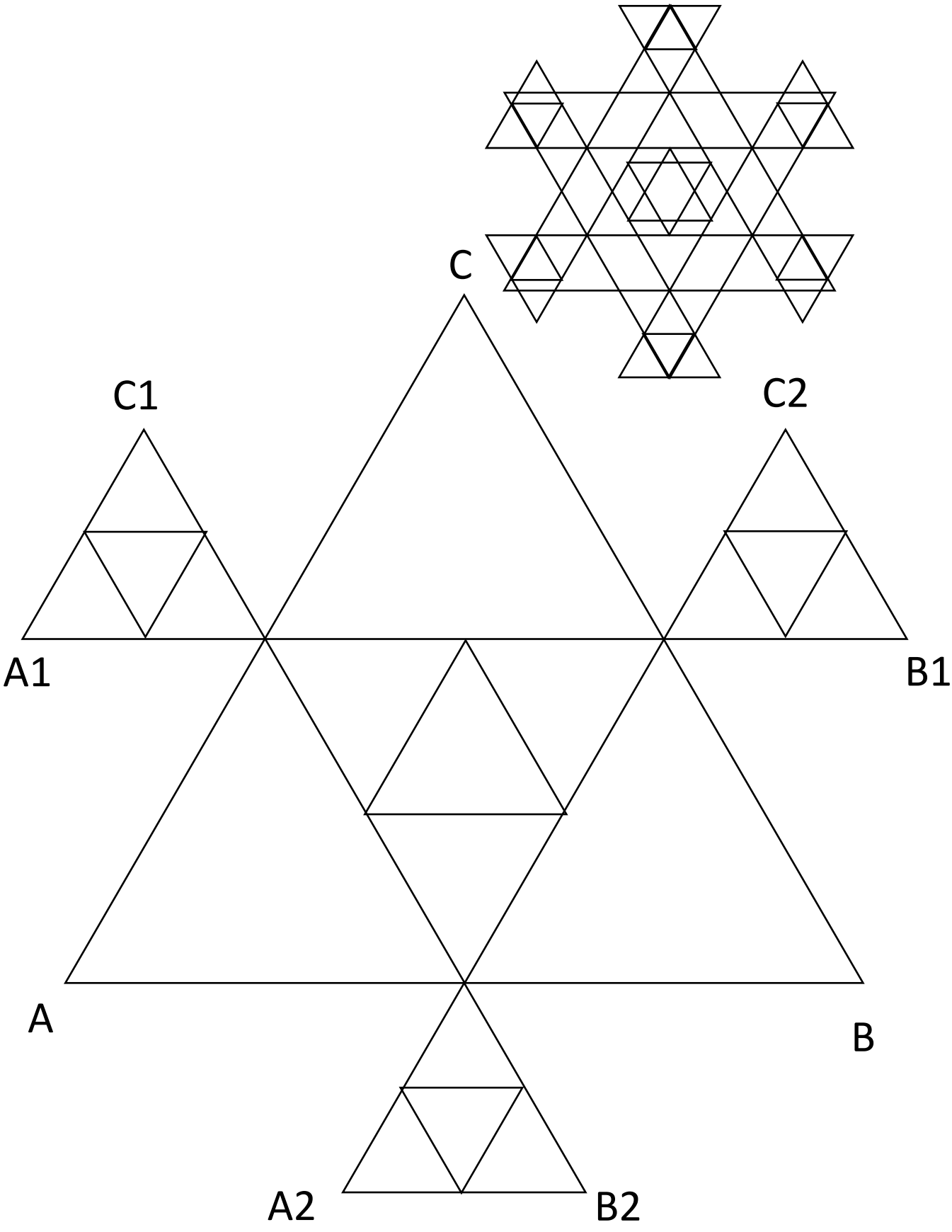
How a new approach to truth and falsity changes our understanding of logic, philosophy of science, and knowledge.
Developing ethical and methodological guidelines for the application of logic in the social sciences, medicine, and other areas where uncertainty is unavoidable.
Examples of the new principle application
Decision-making systems:

Risk analysis under uncertainty (e.g., assessing the effectiveness of medical interventions).
Forecasting in the economy, where different factors have different significance and influence.
Artificial intelligence and robotics:

Decision-making by robots or AI under conditions of partial or incomplete information.
Building flexible control systems that adapt to changes in the environment.
Big data and analytics:

Working with contradictory or incomplete data, when not all sources of information have the same weight or reliability.
Modeling complex systems:

Creating models that take into account uncertainty, blurred boundaries, and the significance of individual elements.
Conclusion
The new principle solves fundamental problems of classical formal logic, adding tools for dealing with uncertainty, weights, and partial truth. It opens up new perspectives in science, artificial intelligence, philosophy, and practical applications, while posing new challenges for researchers related to the development and justification of such logic.



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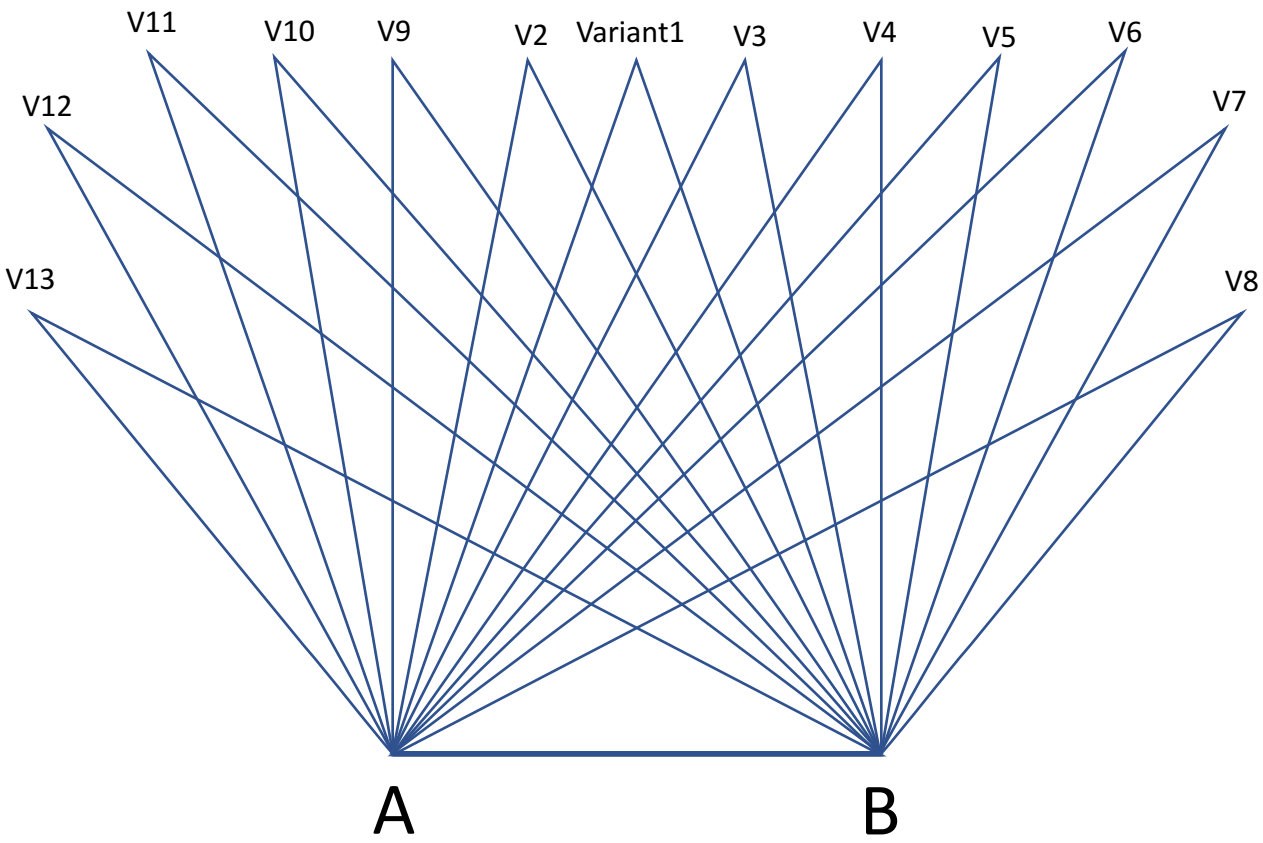

Multivariate analyze and synthesis

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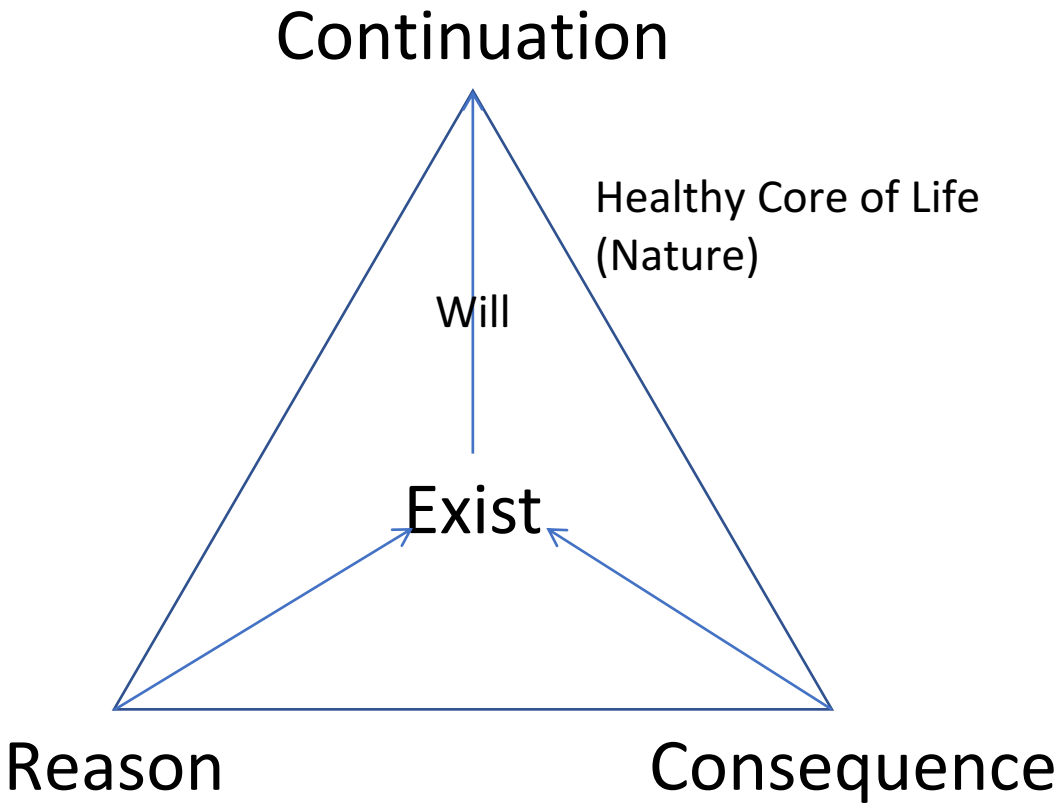
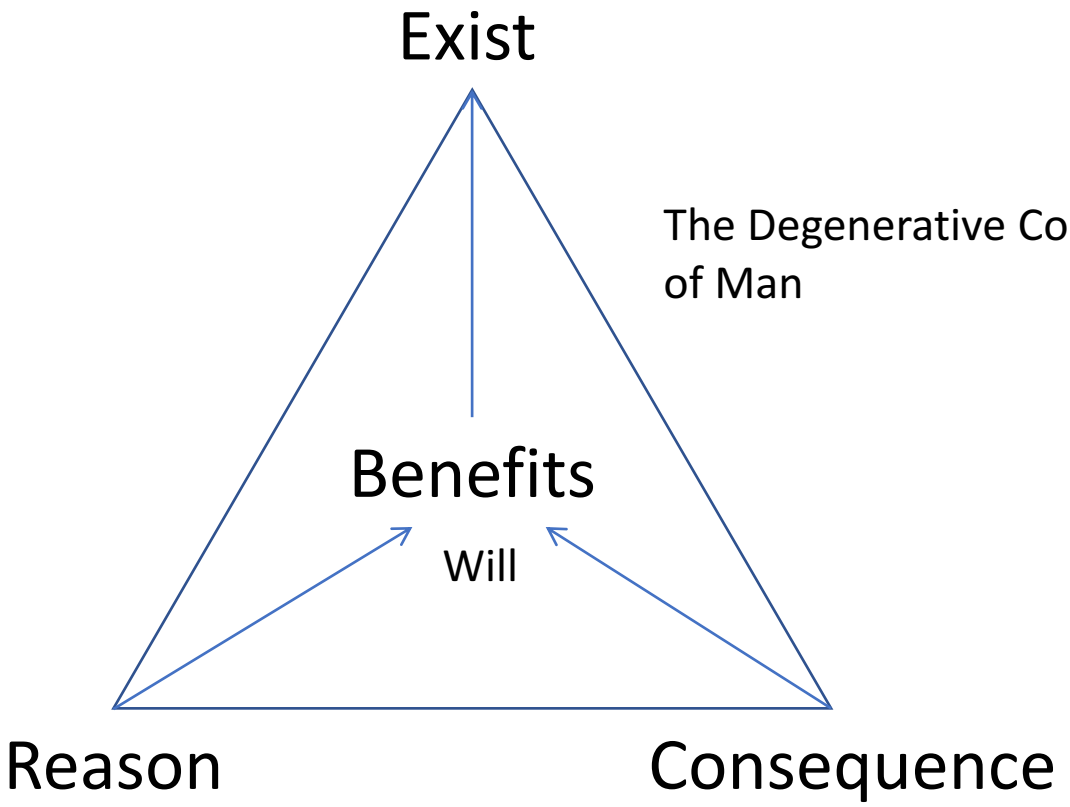

Continuation
Healthy Core of Life
(Nature)
Will
Exist
Reason
Consequence

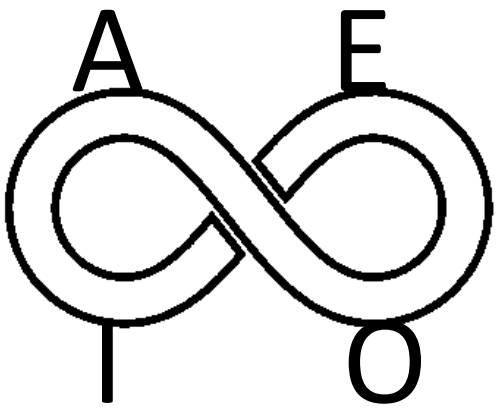

Exist
The Degenerative Core
of Man
Benefits
Will
Reason
Consequence

A ∧ O -> E ∨ I
A ∧ I → ¬(E ∨ O)
(I ∧ O) → (A ∨ E)

Logical hexagon
(A ∧ O) → (E ∨ I)
(I ∧ U ∧ O) → (A ∨ Y ∨ E)
solved by method
Logic of the Great, Logic of the Wise

[(A↔I)∧(A→E)∧(I→O)]→(E∧O)
(P→Q)∨(¬P)
restrictions
A↔O
I↔E
A !=E
A or E=true
XP∴ΩN
Если теряешь Рассудок, терять уже нечего.
When you lose your Reason, there is nothing left to lose.

Logical octagon
((LBaA) ∨ ((MBaA ∧ LBoA) → (MBeA ∨ LBia)) ∨ (LBeA ∧ MBaA ∧ MBoA)) ∧ ((MBoA ∨ ((MBaA ∧ LBoA) → (MBeA ∨ LBia))) → (LBeA ∨ MBaA ∨ MBoA ∨ MBeA ∨ LBia∨ ¬LBoA))



A ∧ I → I ∨ E→ E ∧ O → O ∨ A → ¬A ∧ E

A ∧ I → I ∨ E→ E ∧ O → O ∨ A → A ∧ ¬E

A ∧ I → I ∨ E→ E ∧ O → O ∨ A → ¬A ∧ ¬E

((A∨I)→((A∧E)→((O∨E)→(O∧I))))∨¬(A∧E∧I∧¬O).

A ∨ I -> A ∧ E -> O ∨ E -> O ∧ I

I(S, P ∧ E(S, P) ∧ A(S, P ∧ O(S, P) ∧ E(S, P ∧ I(S, P) ∧ O(S, P ∧ A(S, P))

Cognition:
$KS(P \wedge KSP \wedge \Box(P \wedge Q))$
(S) knows (P), knows that he knows, and is aware of the necessity of (P) and (Q).
Understanding:
$KS(P \wedge BS(P \wedge Q) \wedge \Box(P \rightarrow Q))$
(S) knows (P), believes in connection between (P) and (Q), and understands their logical dependence.
Choice:
$BS(P \wedge \Diamond Q \wedge KS(P \rightarrow \Diamond Q))$
(S) believes in (P), sees the possibility of (Q), and knows that (P) makes (Q) possible.
Solution:
$KS(P \wedge OSQ \wedge \Box(P \rightarrow OSQ))$
(S) knows (P), is obligated to realize (Q), and understands that (P) entails this obligation.

(A∨¬A)∧(B∨¬B)∧(C∨¬C)

(A∨¬A)∧(B∨¬B)

All statements (S) are either obvious (O) or non-obvious (N).

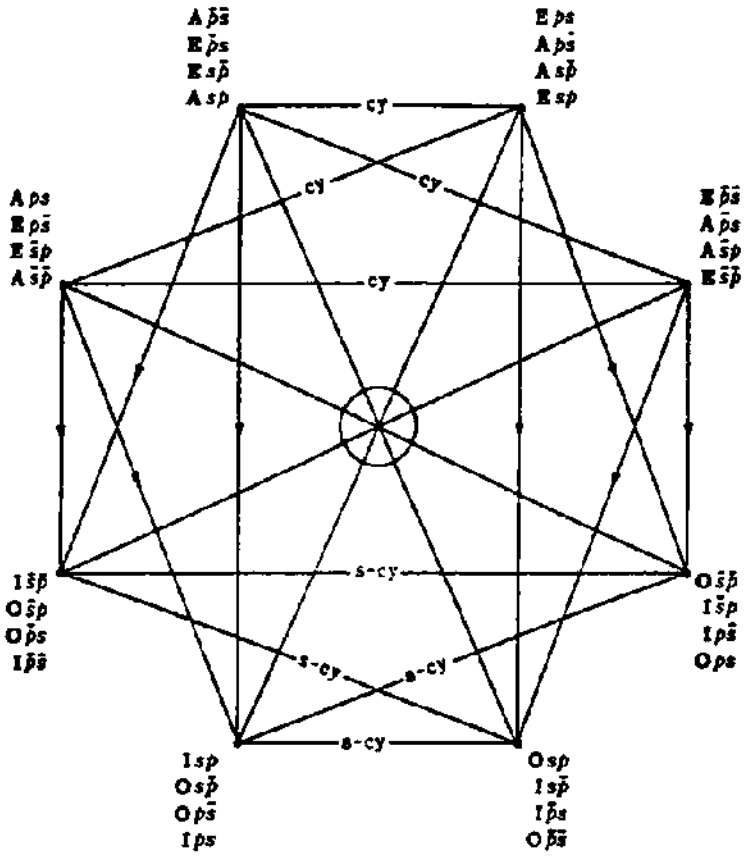
No obvious or non-obvious statement (O) is clear (P), and (N) is not clear (-P).

Therefore, a statement (S) is either clear (P) or not clear (-P).

Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich

(AEEA ∨ OIIO) ∧ (IOOI ∨ EAAE) ∧ (OIIO ∨ AEEA) ∧ (EAAE ∨ IOOI) -> true

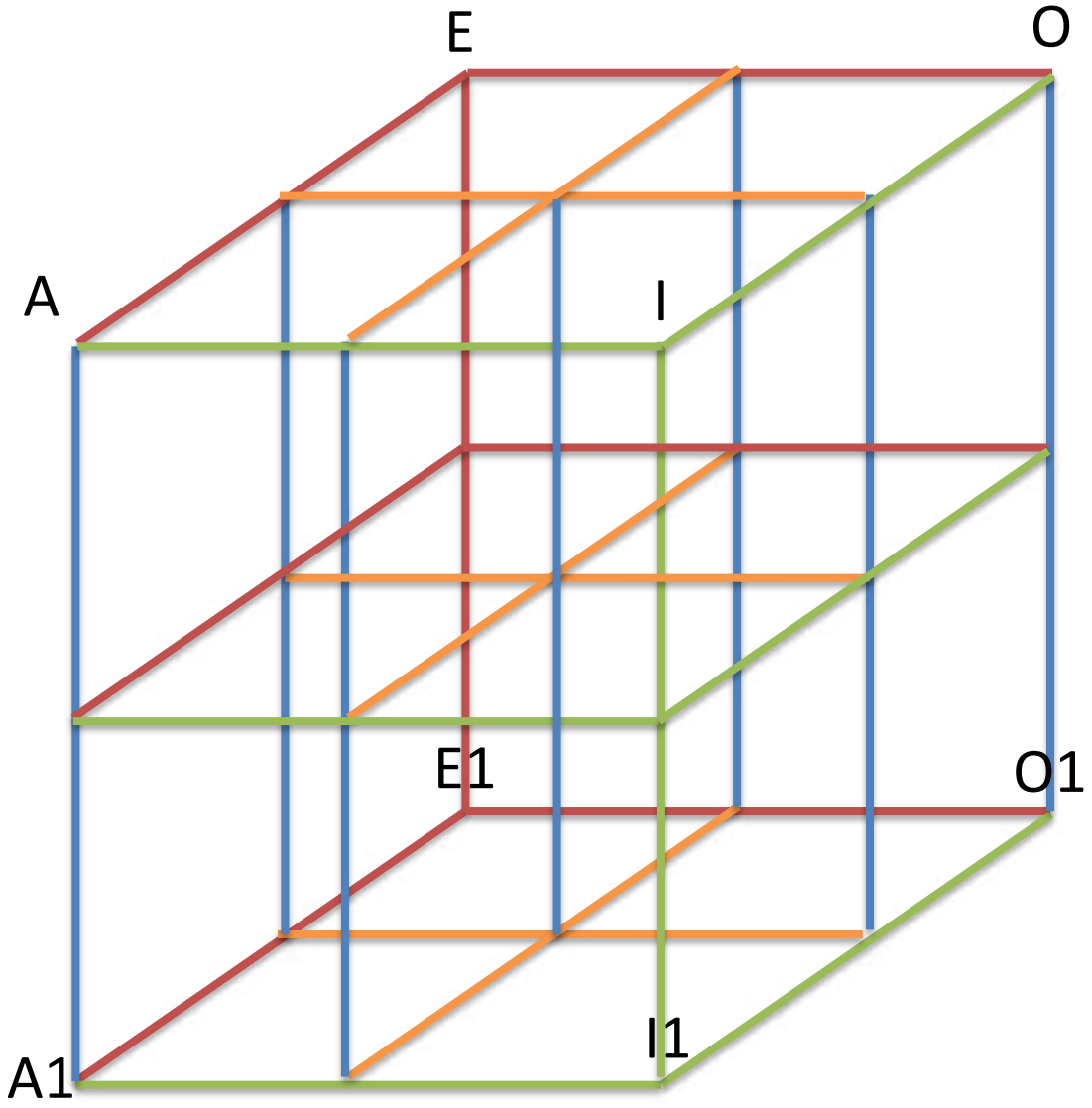
Figure 16.1: The Octagon of Opposition[1]



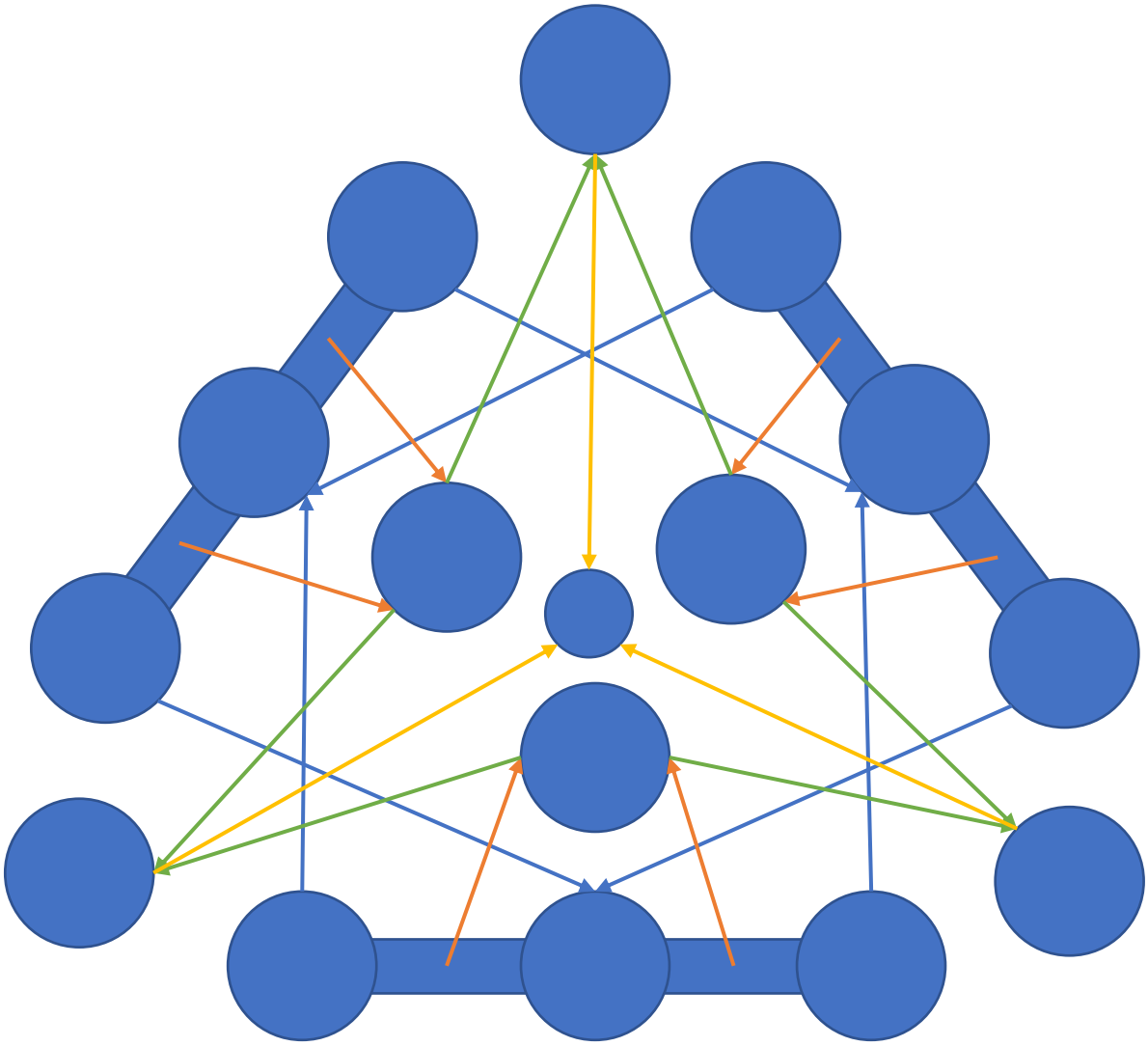
The key to reading the octagon is:

a. Contrariety: —cy—
b. Subcontrariety: —s-cy—
c. Implication: ——►——
d. Contradiction: ——○——
e. Independence: Categorical forms on corners not connected by a straight line are independent of each other.

The purpose of the octagon of opposition is to show in one diagram the logical relations between the thirty-two categoricals in standard form.



Logical opposition Cub
Fedorchenko Mikhail Valerevich



Logic Hexadecimal

forvord Step Syllogistics intellectus cognitum

XP∴ΩN

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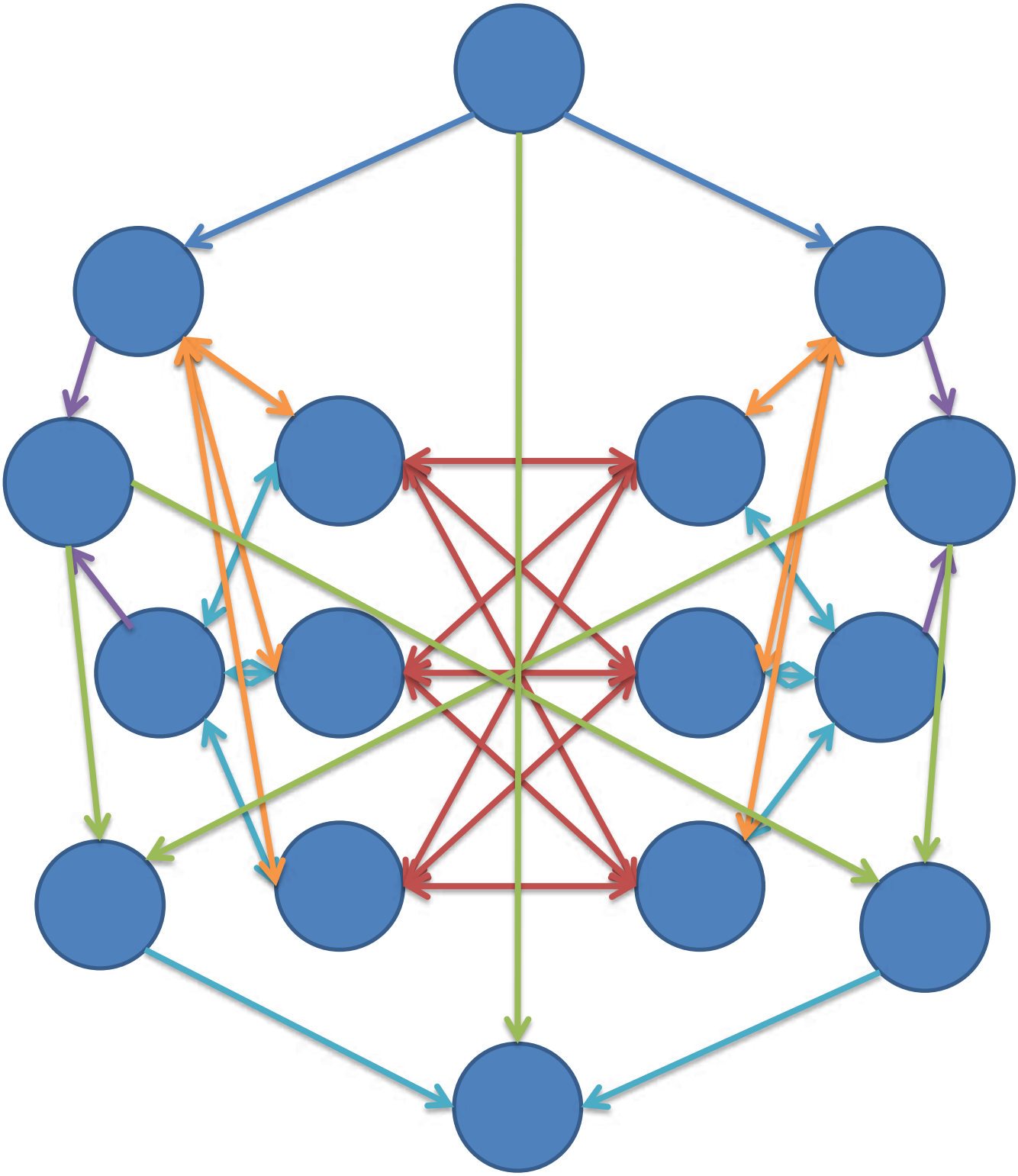
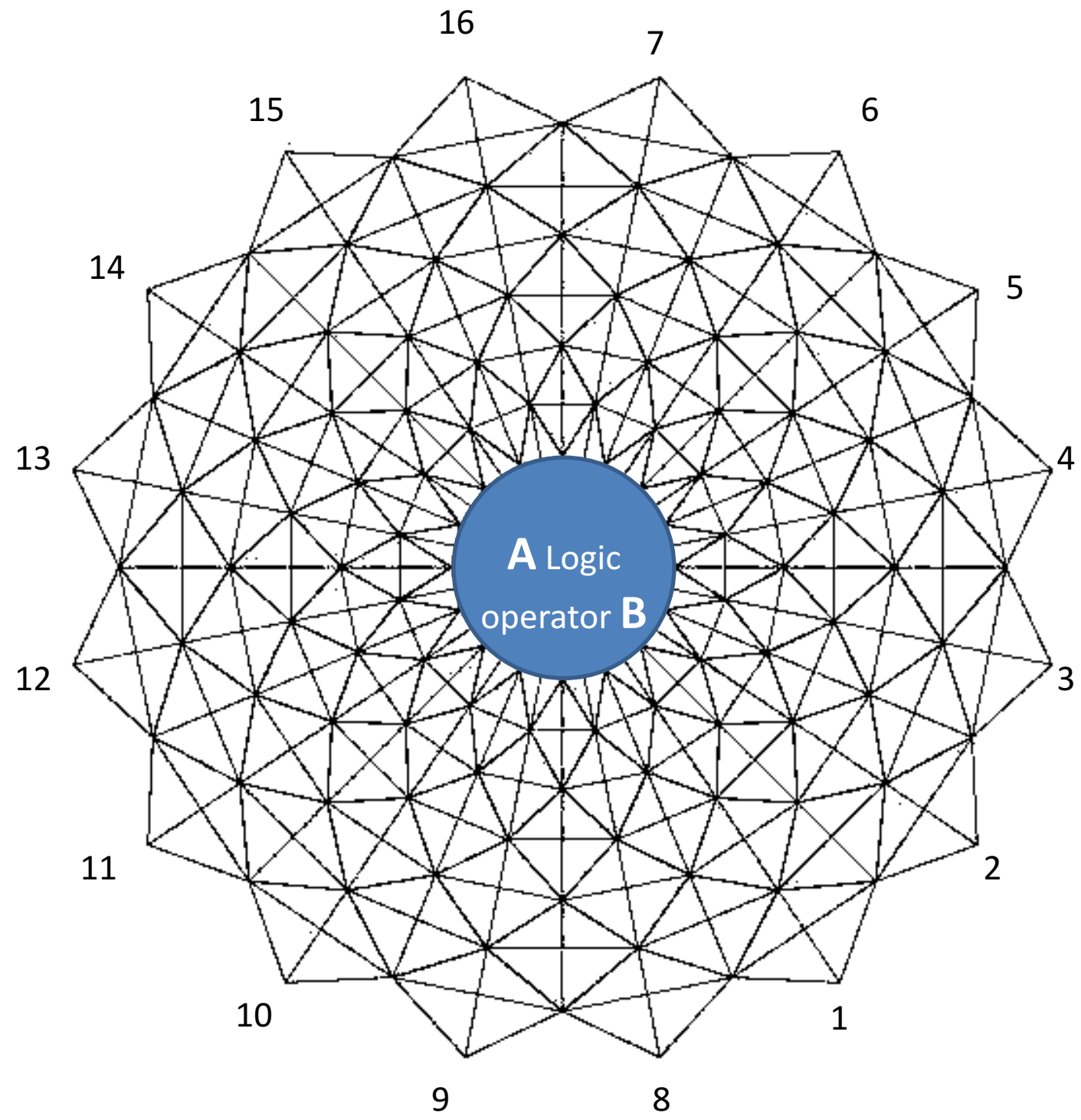


Logical opposition

Fedorchenko Mikhail Valerevich



Федорченко Михаил Валерьевич

Παντοκρατωρ

^

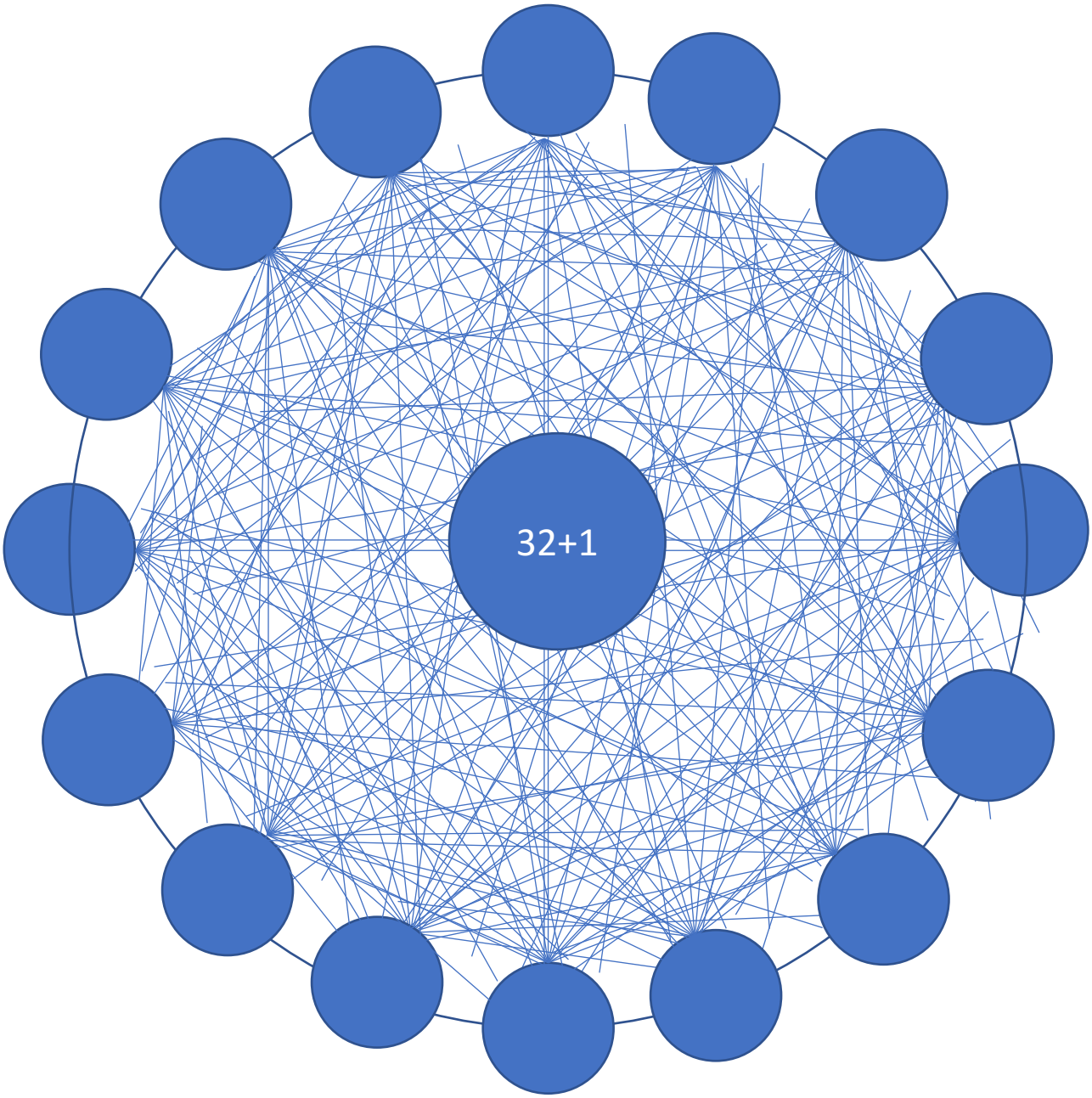
|

32+2

^

|

16+1



Logic ∞

forvord Step Syllogistics intellectus cognitum

XP∴ΩN

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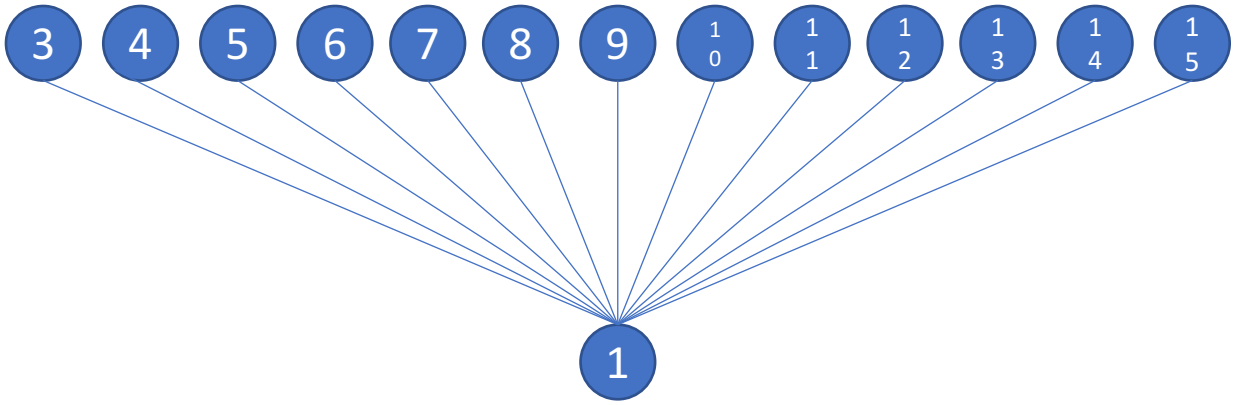
8+1->16+1->32+1-> Παντοκρατωρ

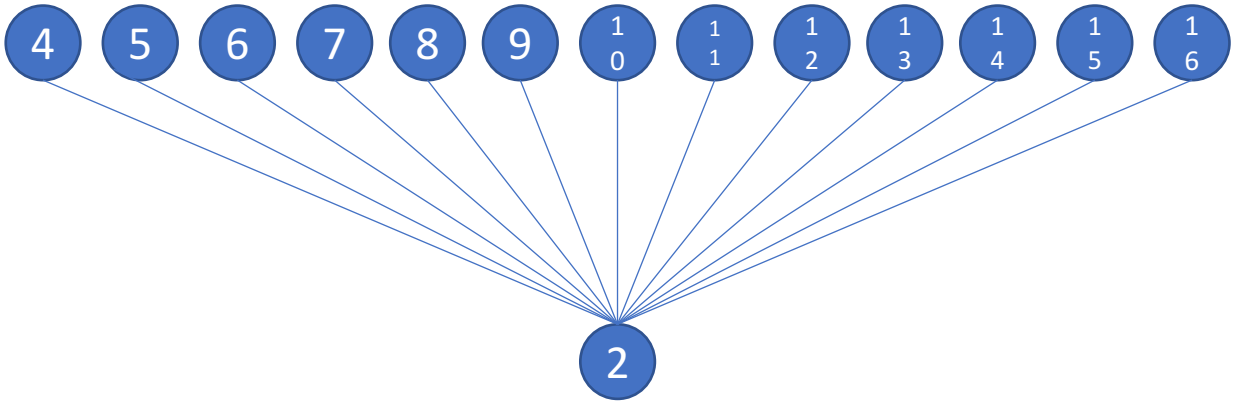
8 – 8 сфер, которые имеют свои обозначения, вписываются 8 утверждений или условий, в центральный круг вписывается правильный ответ логического расчёта – истинный ответ, получаемый через логическое вычисление, пишется номер правильной сферы, которая больше всего отвечает правильному ответу.
Через логический расчёт определяется Παντοκρατωρ, тот, кто отвечает правильно без расчёта – Подобный Богу.

8+1->16+1->32+1-> Παντοκρατωρ 8 – 8 spheres, which have their own designations, 8 statements or conditions are entered, the correct answer of the logical calculation is entered into the central circle – the true answer obtained through logical calculation, the number of the correct sphere is written, which most closely corresponds to the correct answer. Through logical calculation, Παντοκρατωρ is determined, the one who answers correctly without calculation – Like God.

8+1->16+1->32+1-> Πατοκρατωρ 8 – 8 sphères, chacune ayant sa propre désignation, 8 affirmations ou conditions sont inscrites, la bonne réponse du calcul logique est inscrite dans le cercle central – la vraie réponse obtenue par calcul logique, le numéro de la sphère correcte est inscrit, celle qui se rapproche le plus de la bonne réponse. Par le calcul logique, Πατοκρατωρ est déterminé, celui qui répond correctement sans calcul – comme Dieu.

8+1->16+1->32+1-> Παντοκράτωρ 8 – 8 σφαίρες, οι οποίες έχουν τις δικές τους ονομασίες, εισάγονται 8 δηλώσεις ή συνθήκες, η σωστή απάντηση του λογικού υπολογισμού εισάγεται στον κεντρικό κύκλο – η αληθινή απάντηση που λαμβάνεται μέσω λογικού υπολογισμού, γράφεται ο αριθμός της σωστής σφαίρας, ο οποίος αντιστοιχεί περισσότερο στη σωστή απάντηση. Μέσω λογικού υπολογισμού, καθορίζεται ο Παντοκράτωρ, αυτός που απαντά σωστά χωρίς υπολογισμό – Σαν τον Θεό.

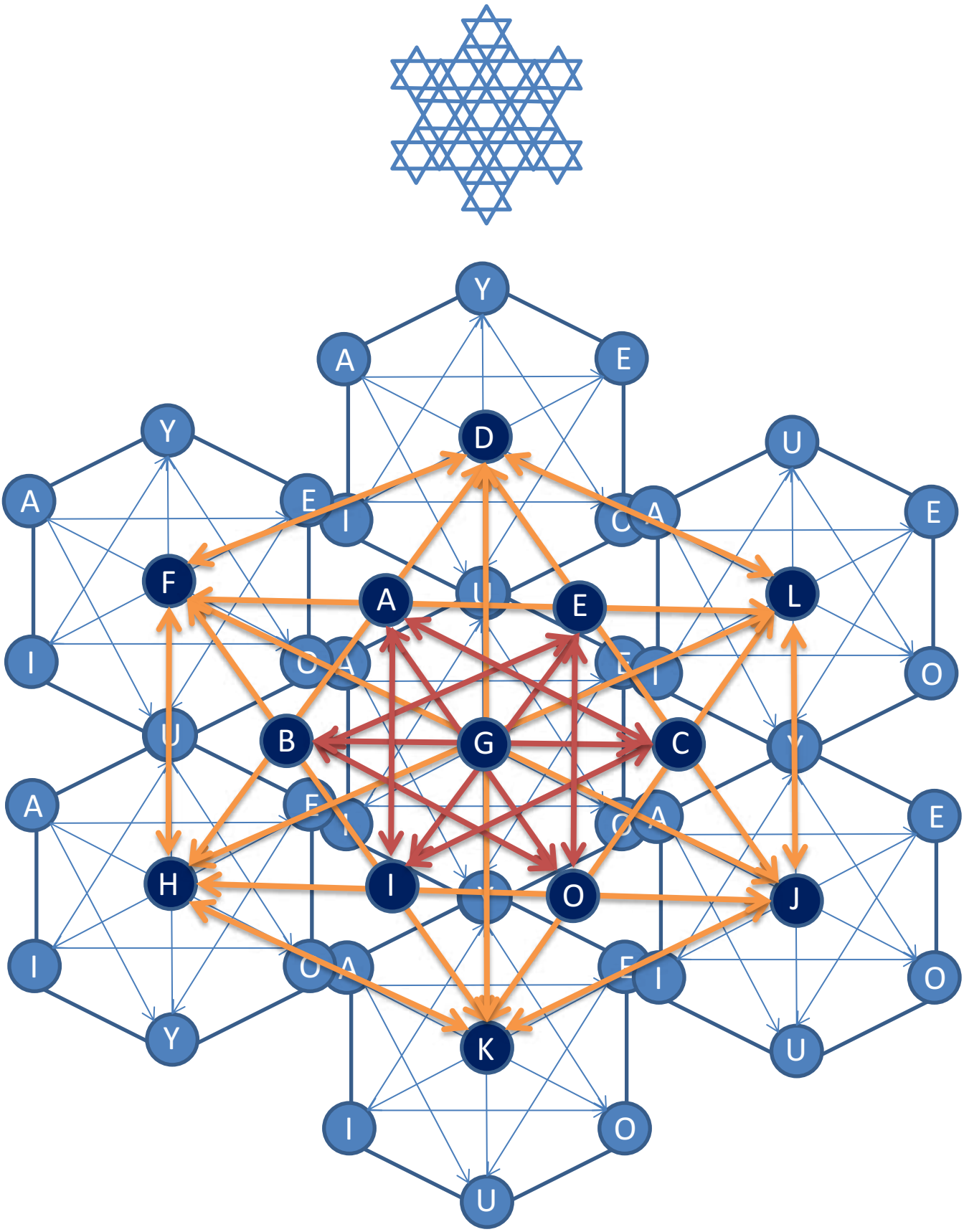




Там где лучи соединяются – Consent Λ
Там где лучи пересекаются, относятся к разным модулям – Contradiction V

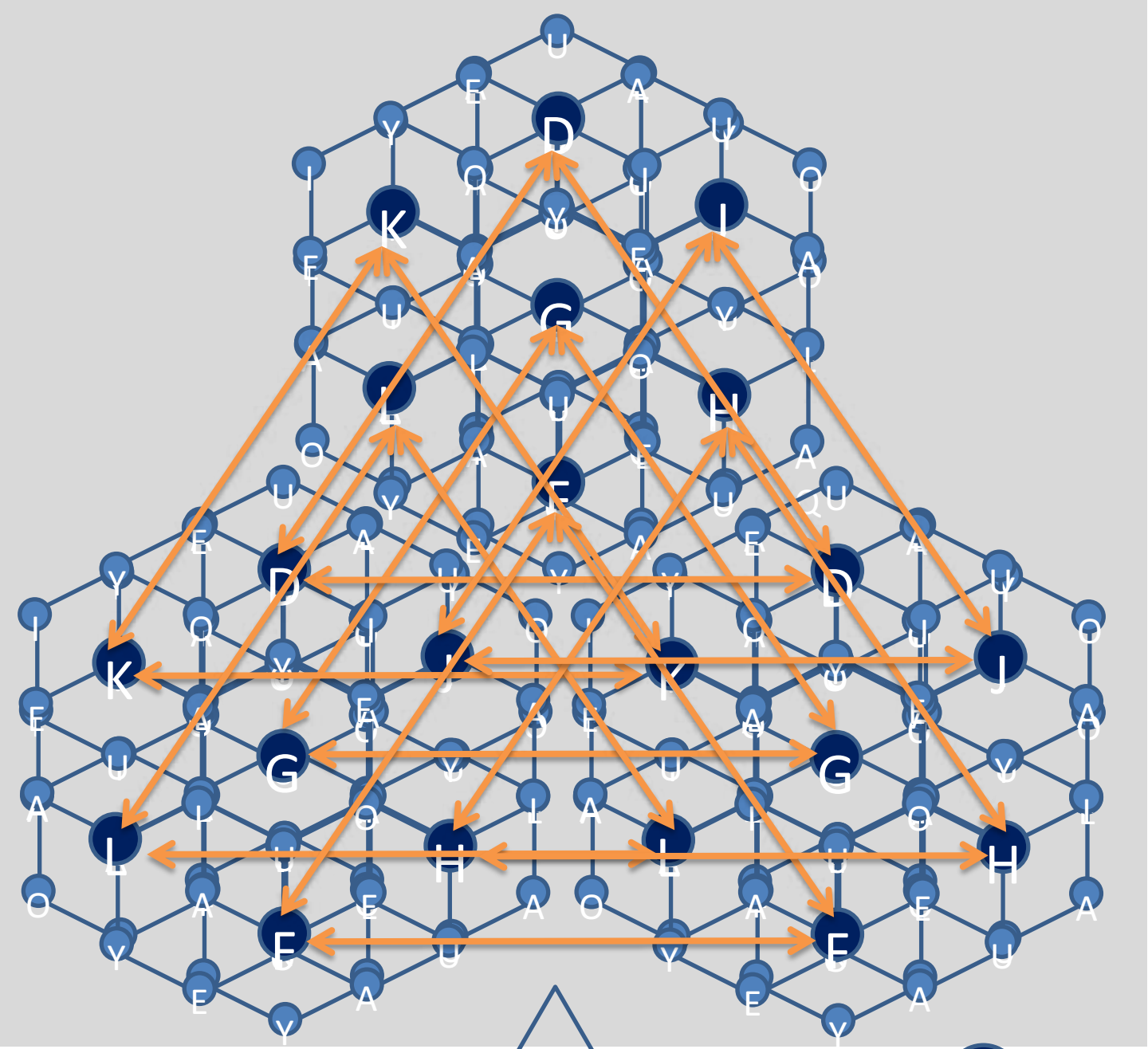
Where the beams connect – Consent Λ Where the beams intersect, they belong to different modules – Contradiction V

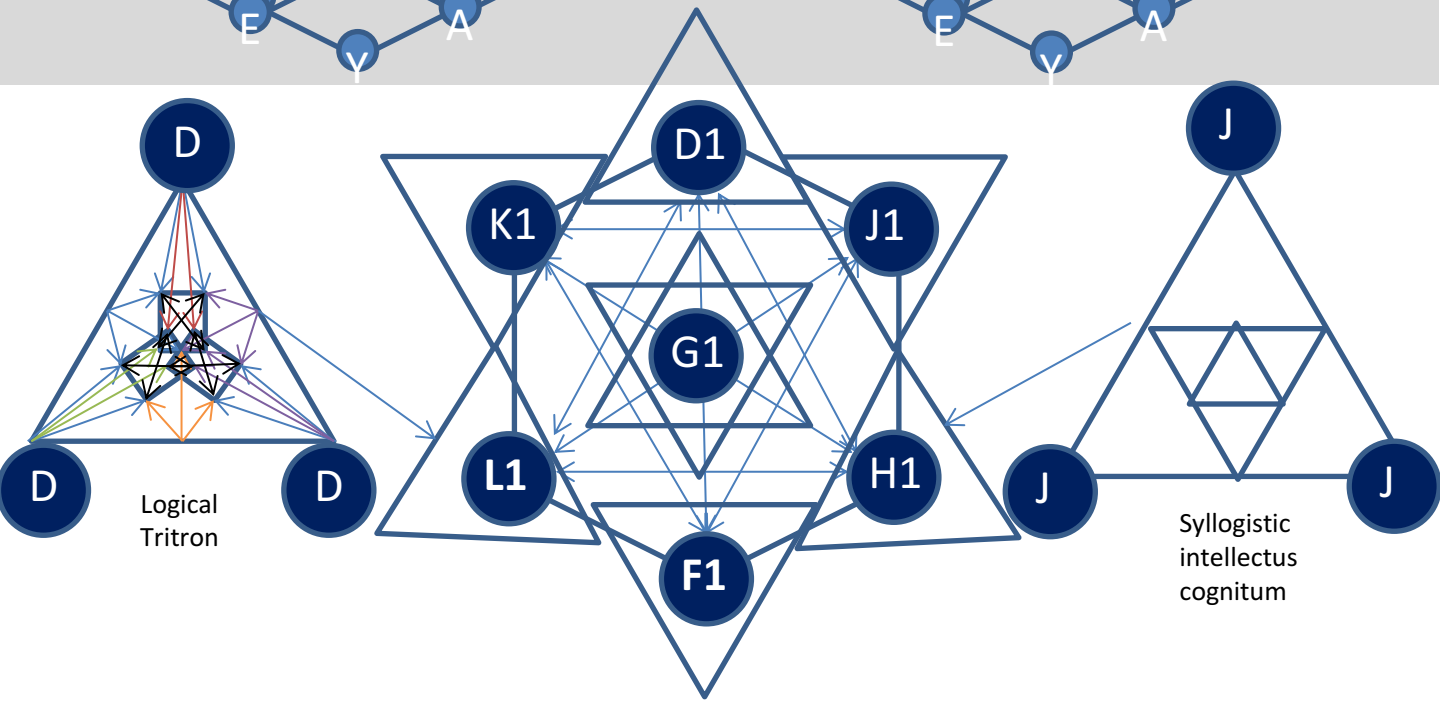
Là où les poutres se connectent – Consentement Λ
Là où les poutres se croisent, elles appartiennent à des modules différents – Contradiction V



Logical fifty-five

Fedorchenko Mikhail Valerievich



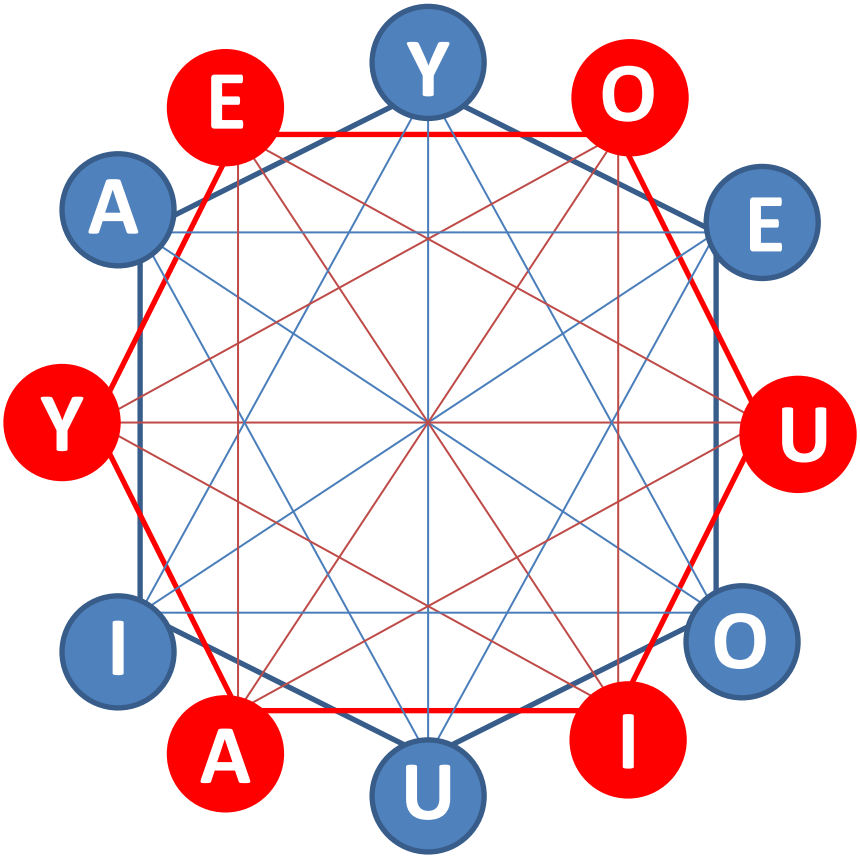


Logical one hundred and eighteenth

Fedorchenko Mikhail Valerievich

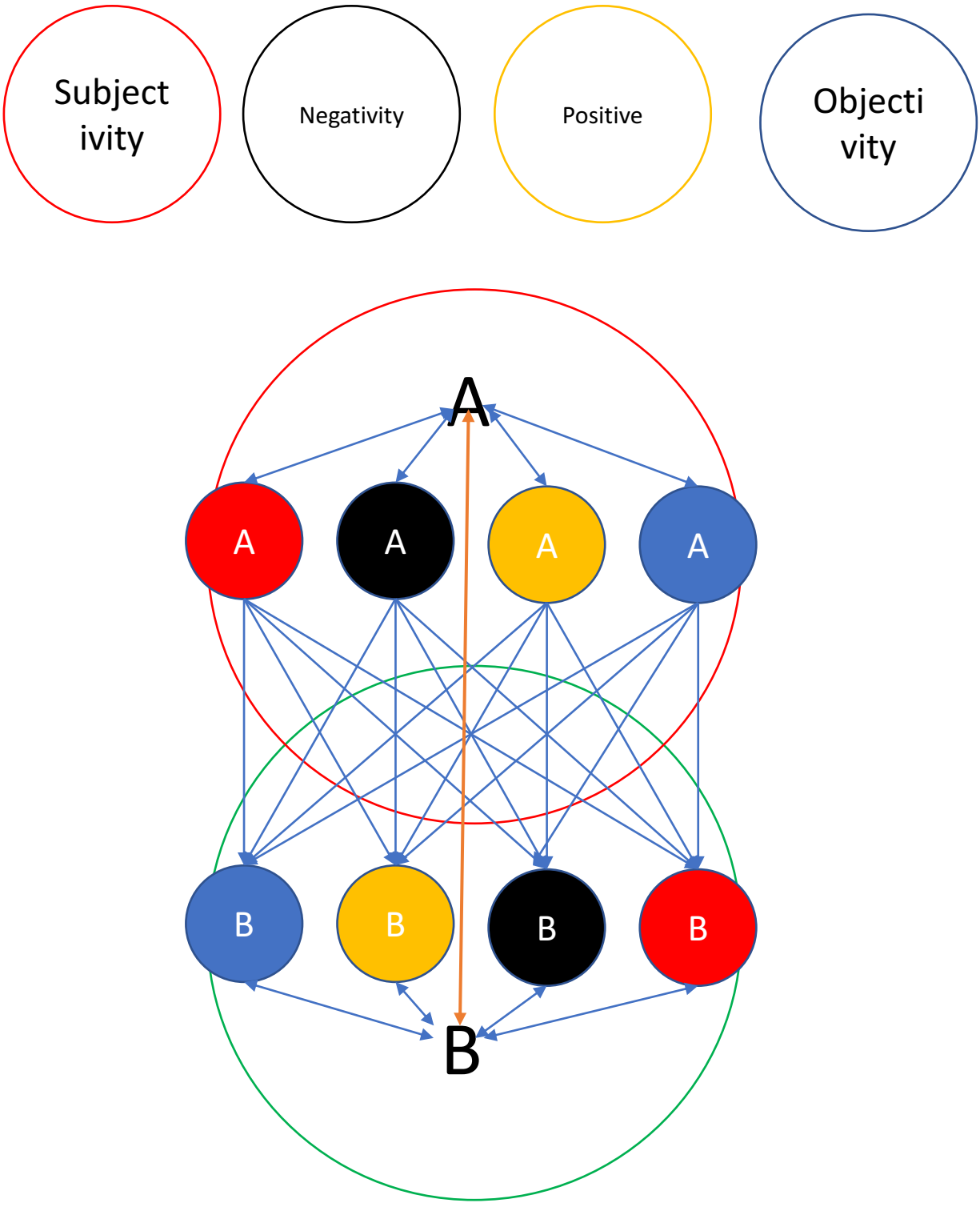
A B

B A



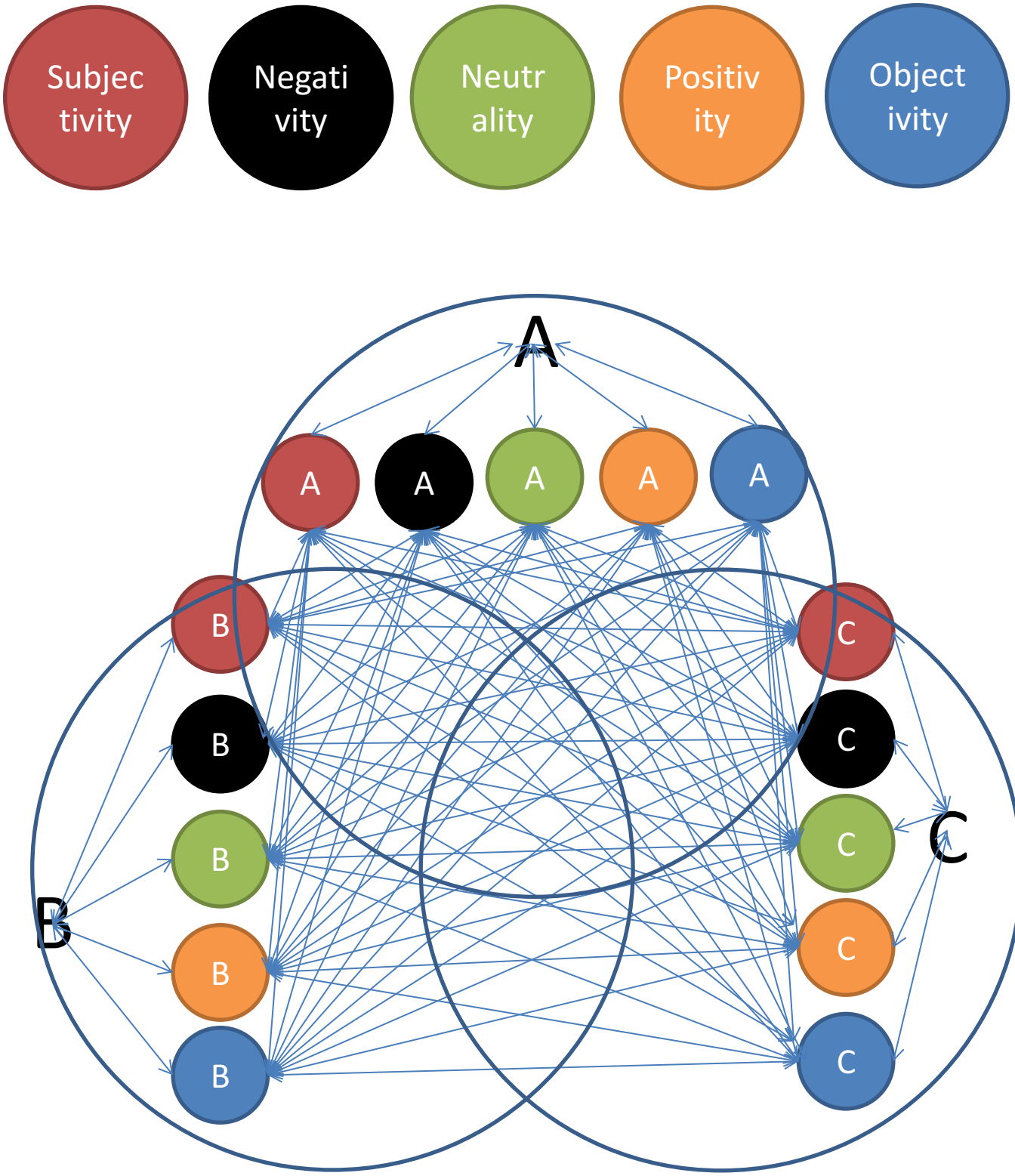
Un peu de malice.

Fedorchenko Mikhaïl Valérievitch


Subject ivity
Negativity
Positive
Objecti vity
A
A
A
A
A
B
B
B
B
B

XP∴ΩN

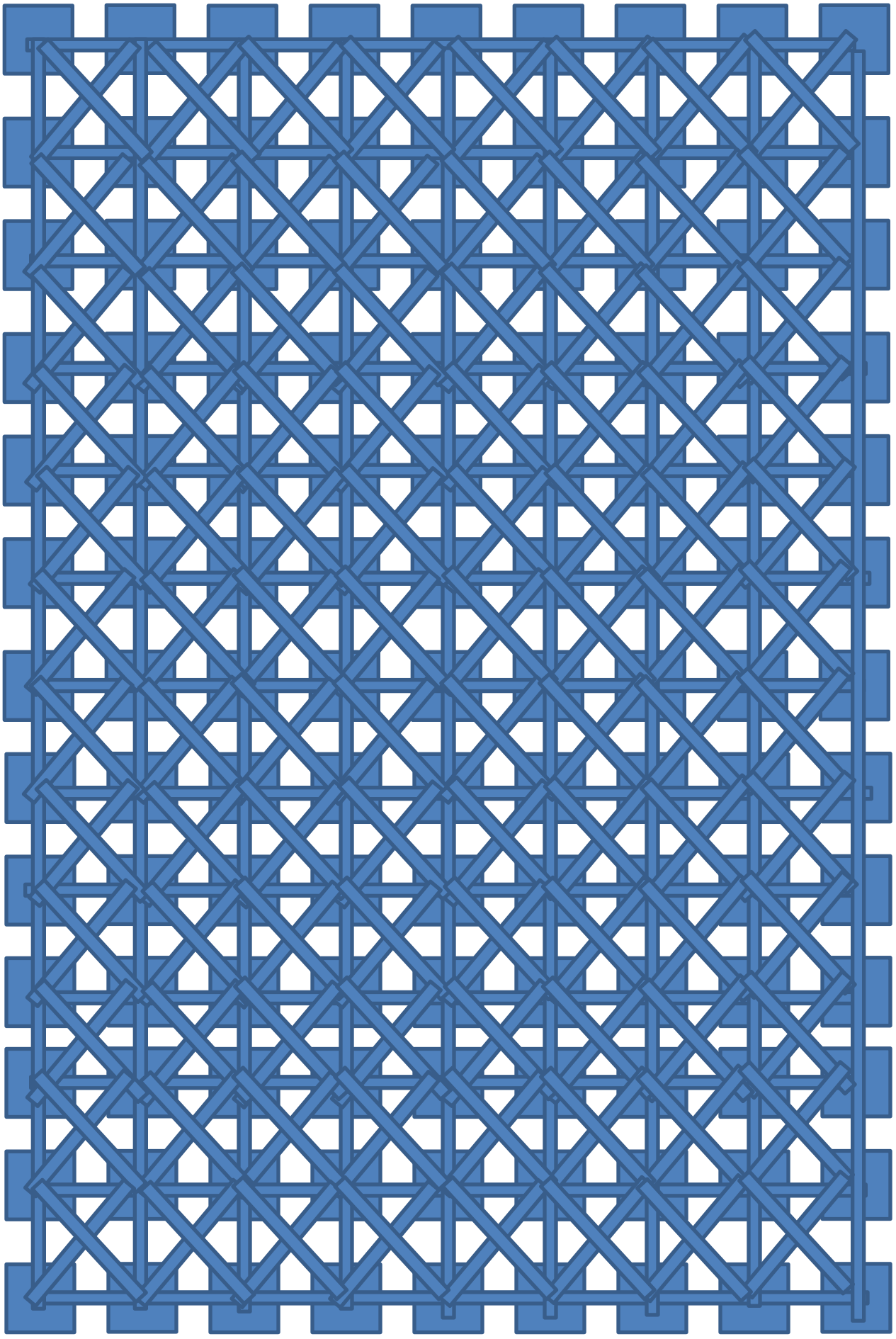
Y

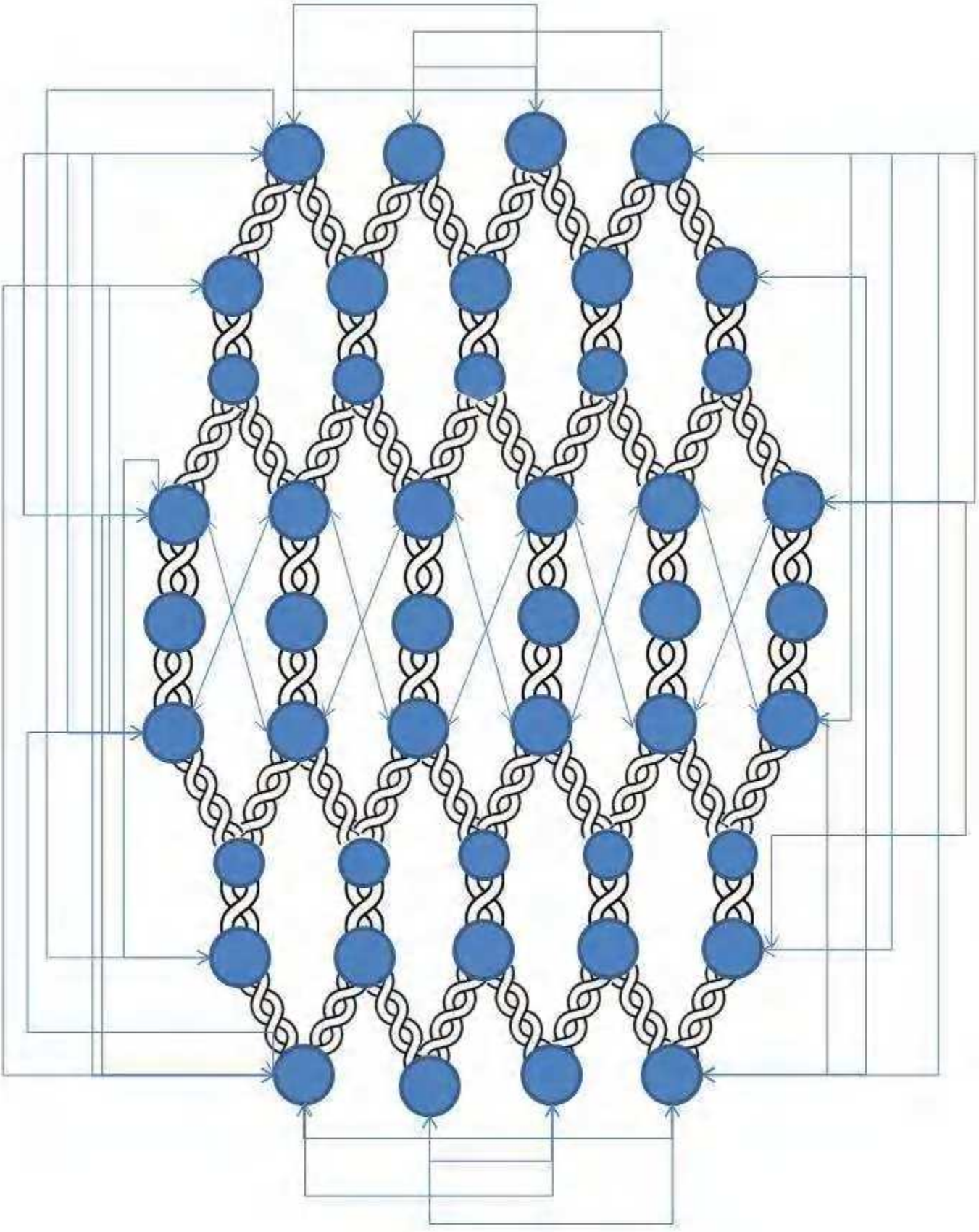

Subjec tivity
Negati vity
Neutr ality
Positiv ity
Object ivity
A
A
A
A
A
A
B
B
B
B
B
B
C
C
C
C
C
C
B
C

XP∴ΩN

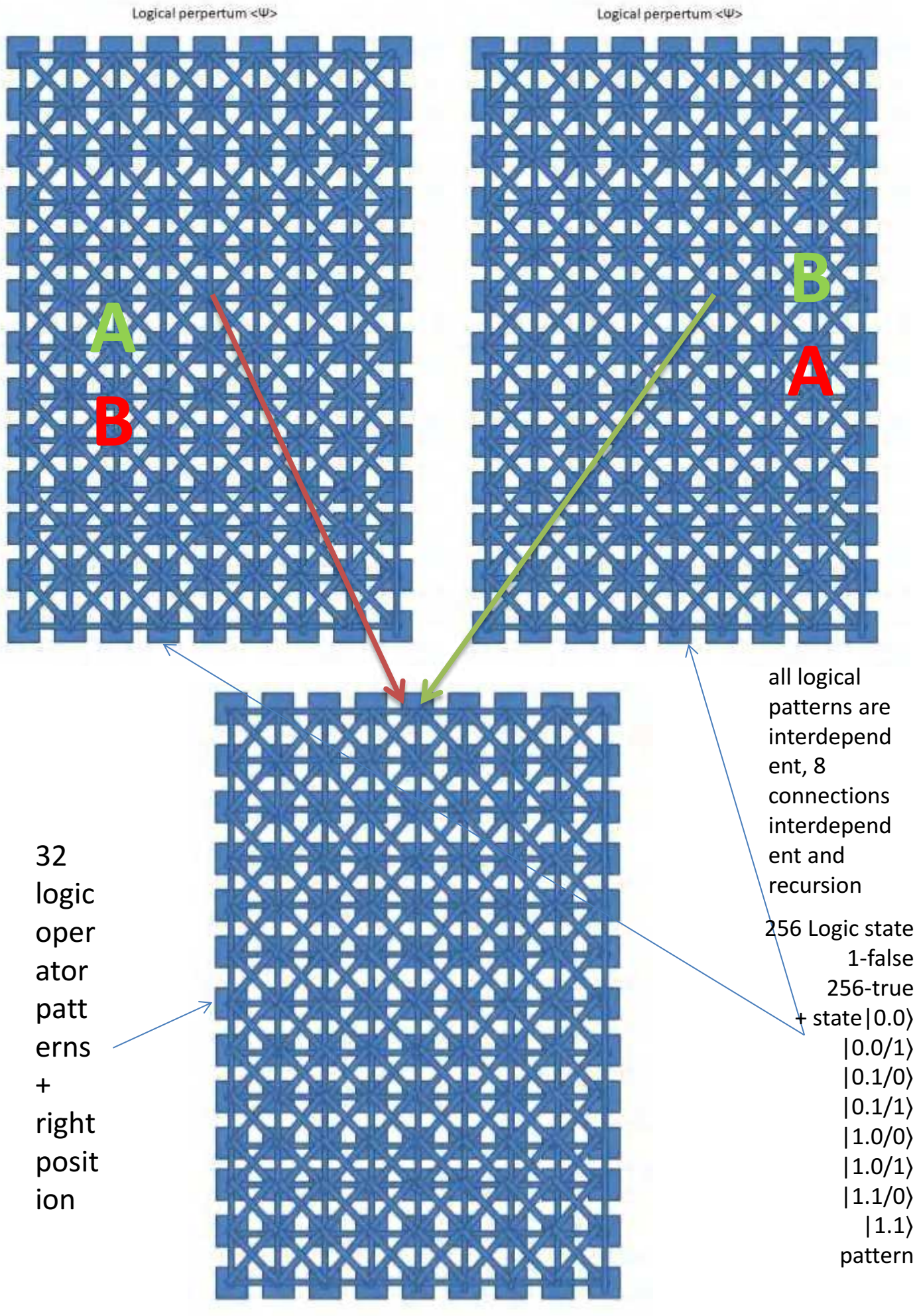
Y

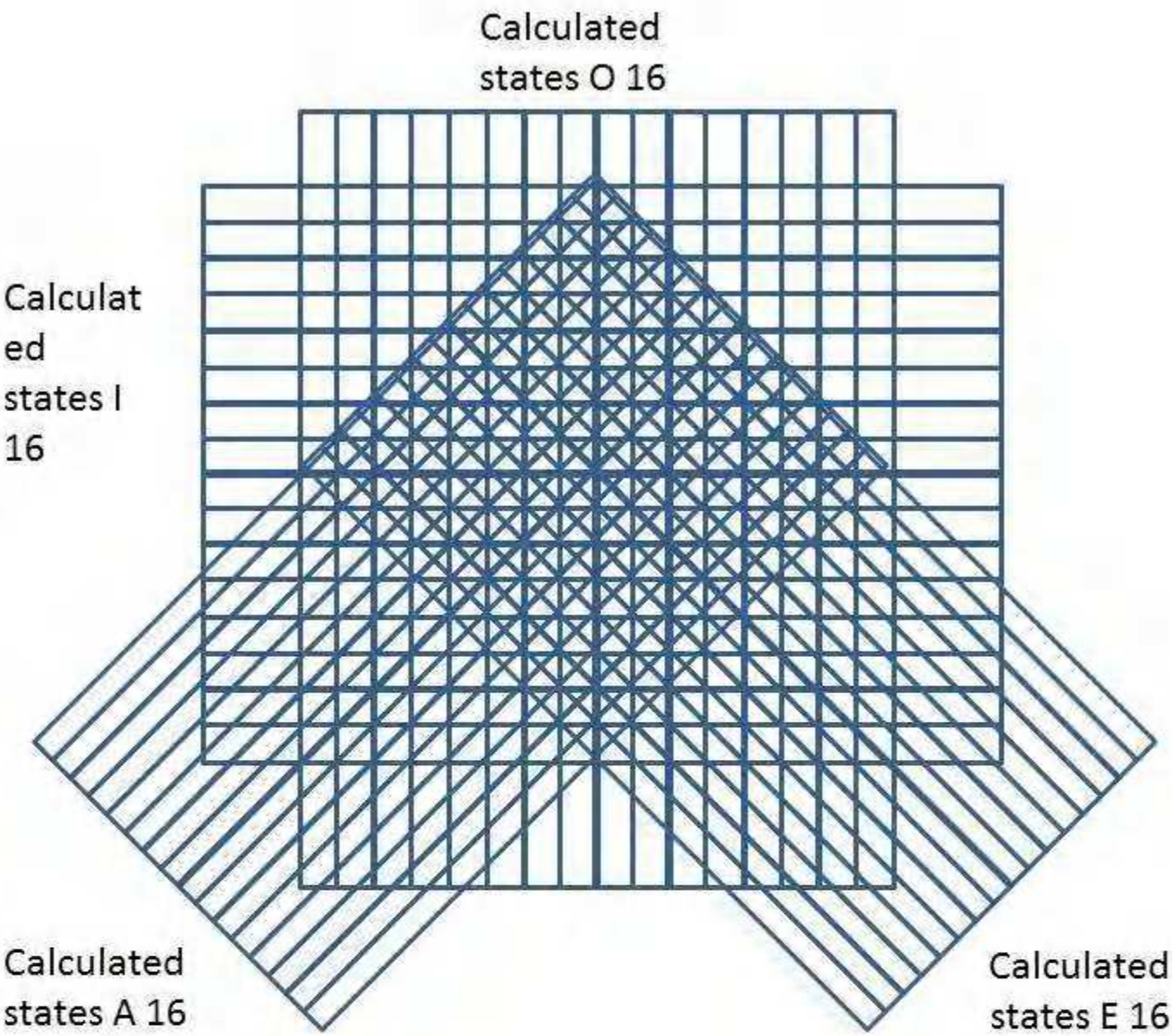
Logical perpertum <Ψ>





Федорченко Михаил Валерьевич

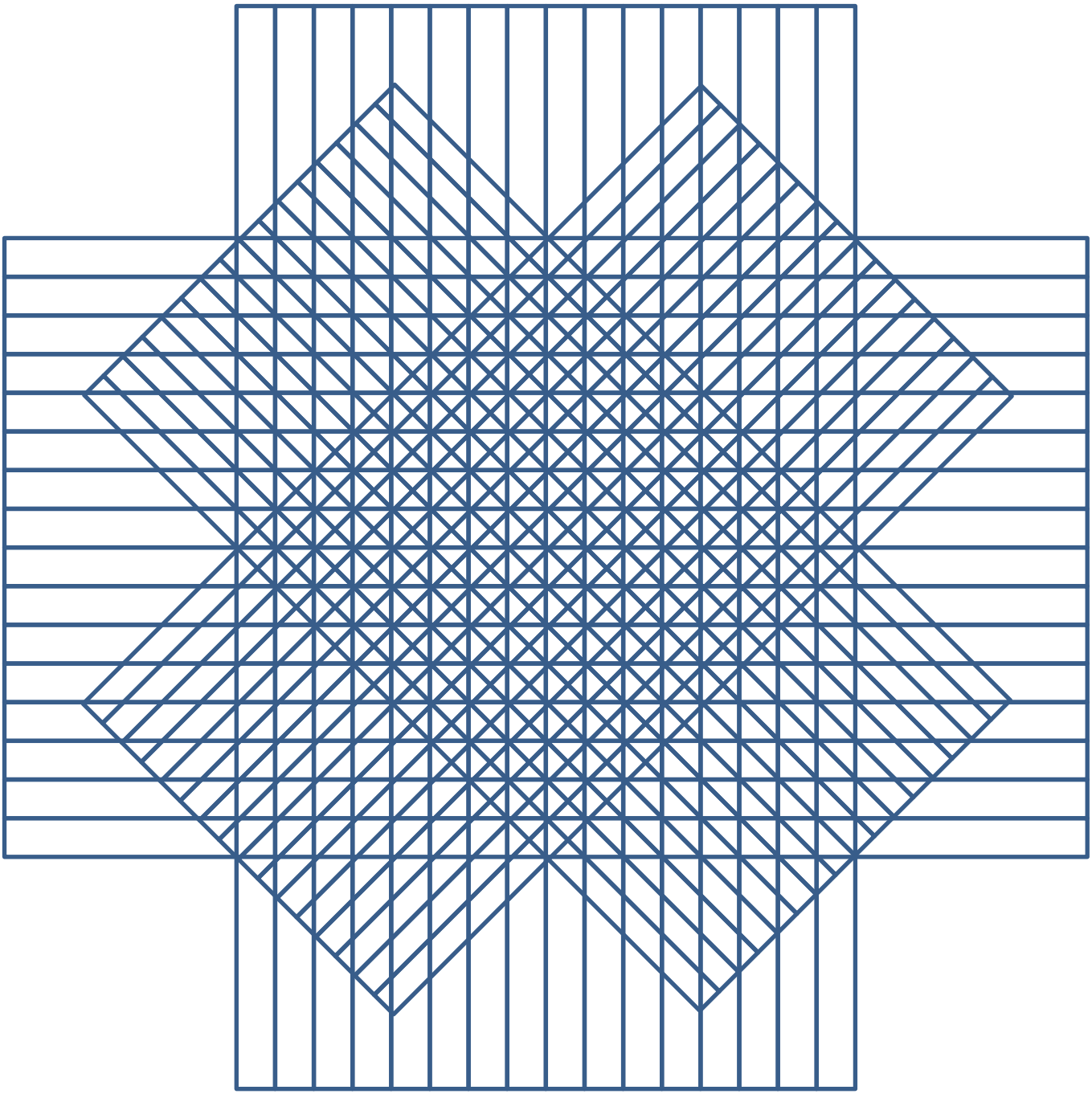

Logical perpertum <Ψ>
A
B
Logical perpertum <Ψ>
B
A
all logical patterns are interdependent, 8 connections interdependent and recursion
256 Logic state
1-false
256-true
+ state |0.0⟩
|0.0/1⟩
|0.1/0⟩
|0.1/1⟩
|1.0/0⟩
|1.0/1⟩
|1.1/0⟩
|1.1⟩
pattern
32 logic operator patterns + right position



Fedorchenko Mikhail Valerevich

16 logic states = 18 bits = IQ 150+
64 logic states = 72 bits = IQ 600+
256 logic states = 288 bits = IQ 2400+
With 100% Y chromosome = 100% IQ = 5000.

Project of logic computation diagram



16 logic state (+ 64 logic state,256 logic state)

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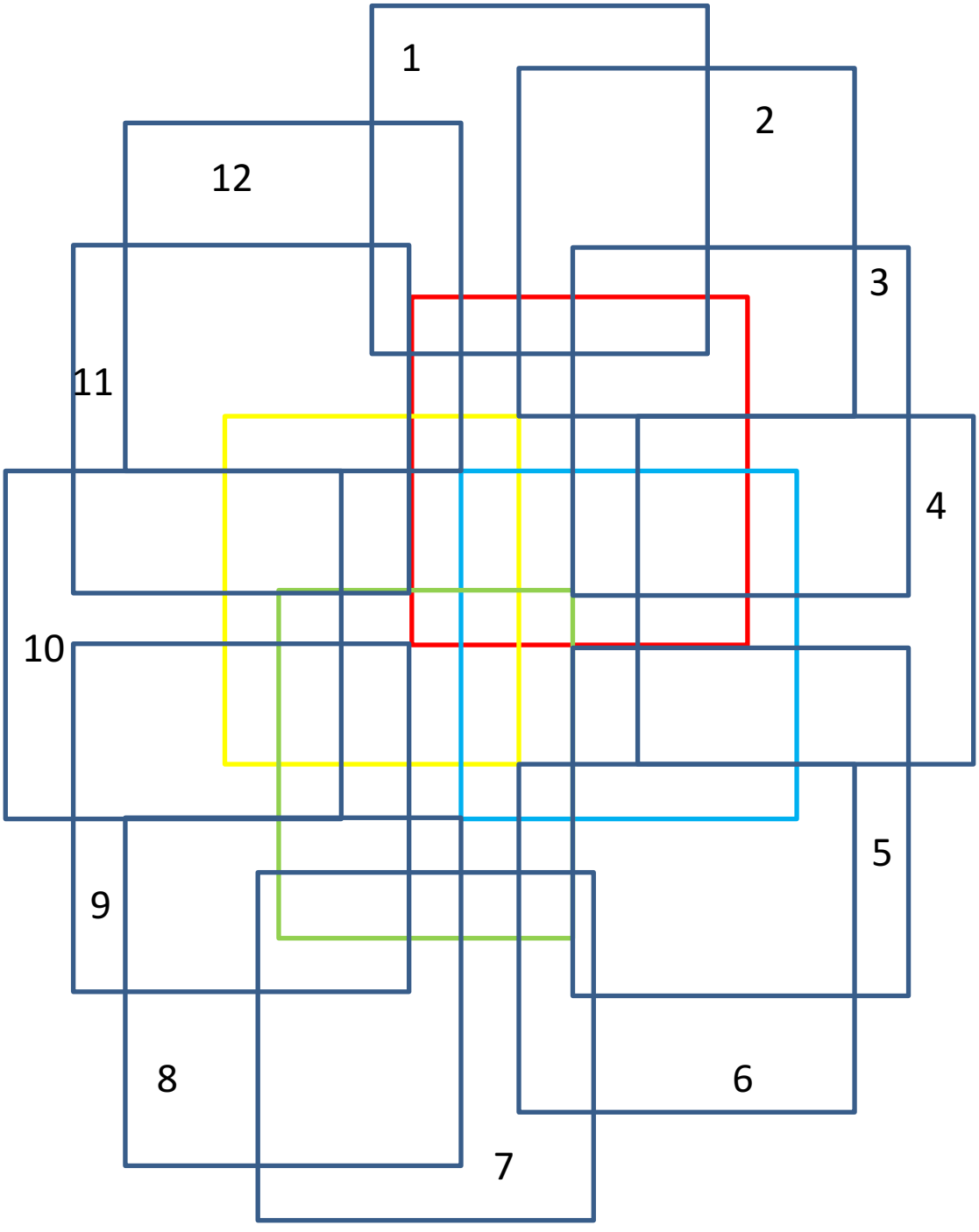
Syllogism

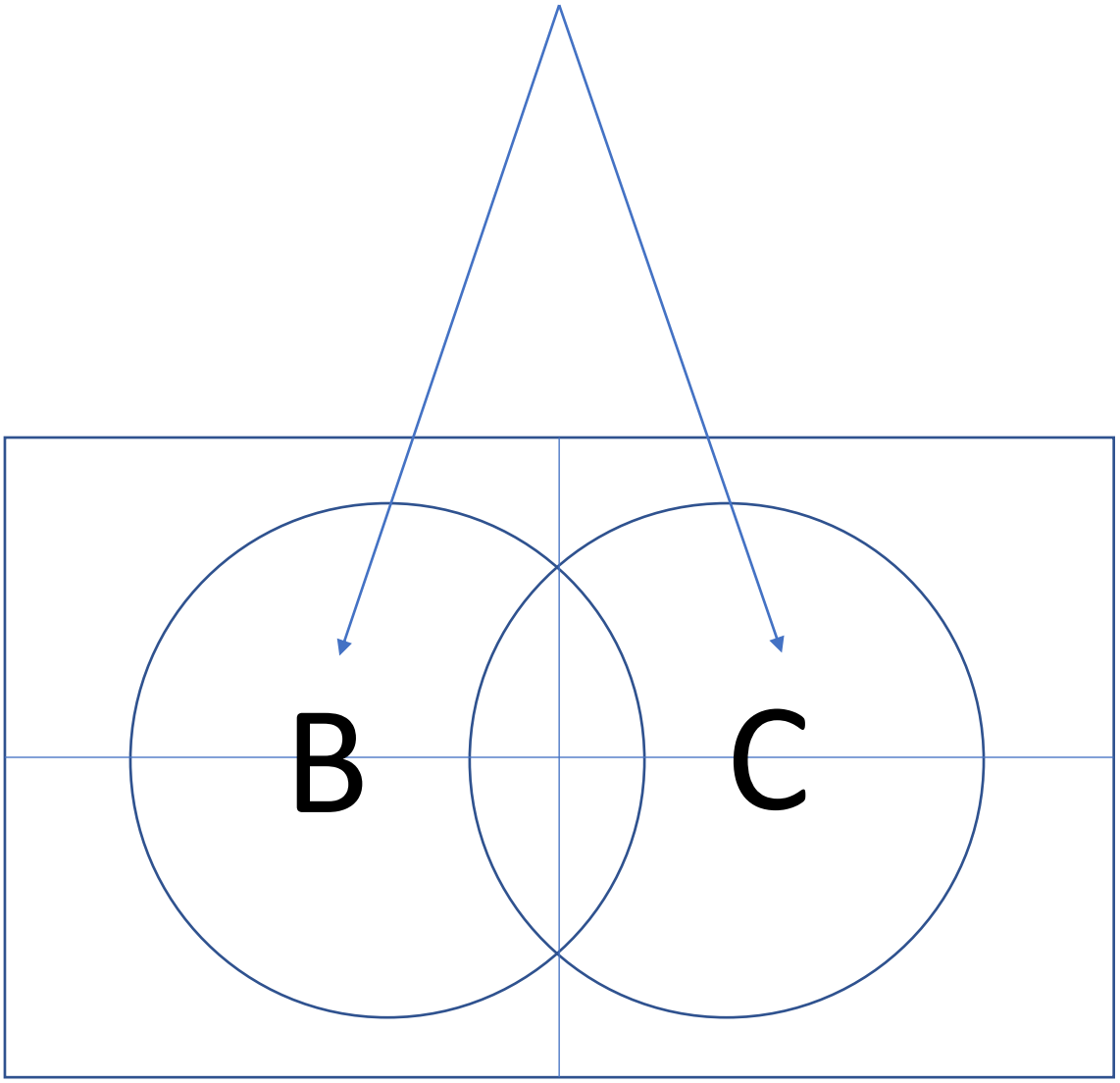
2 -> 4 -> 12 -> 24 -> n. Or 2^n



Федорченко Михаил Валерьевич

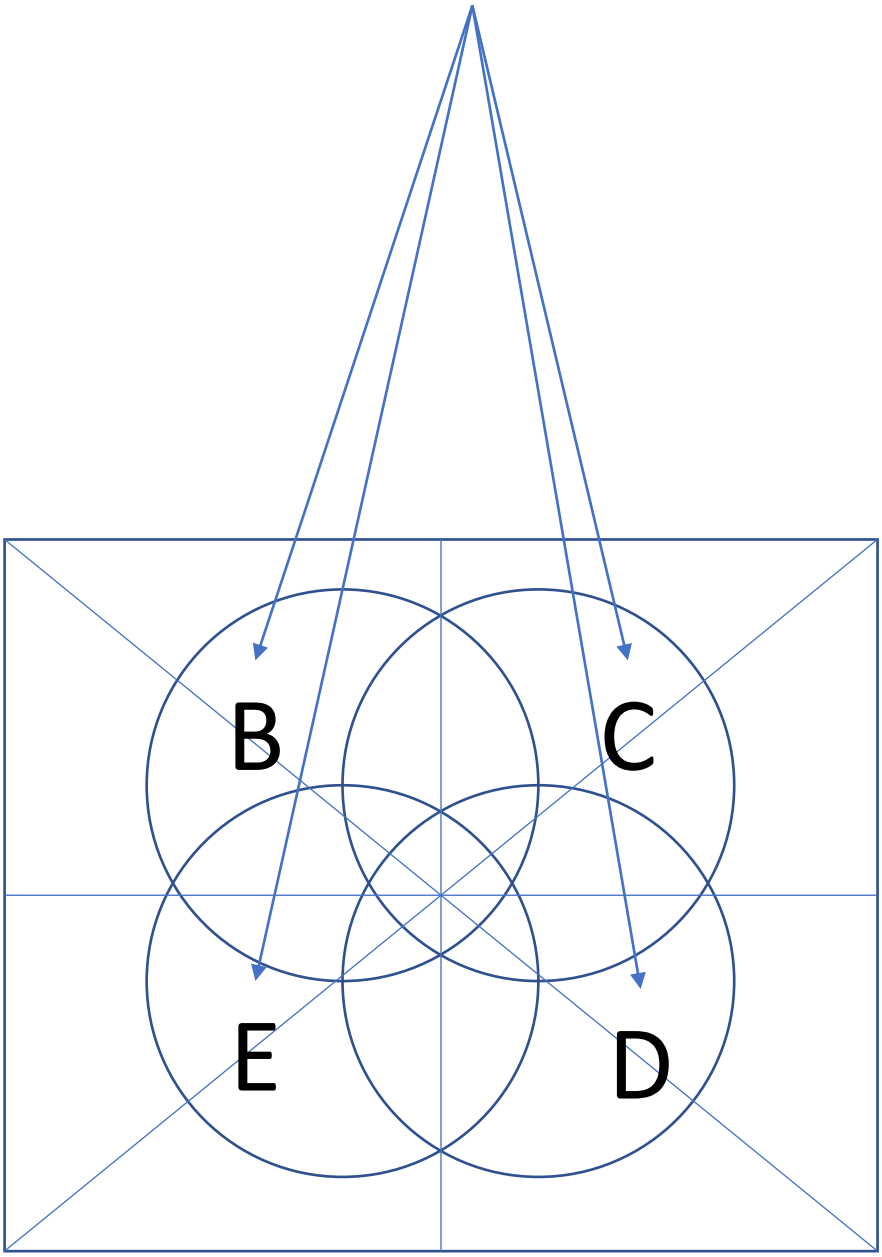
A

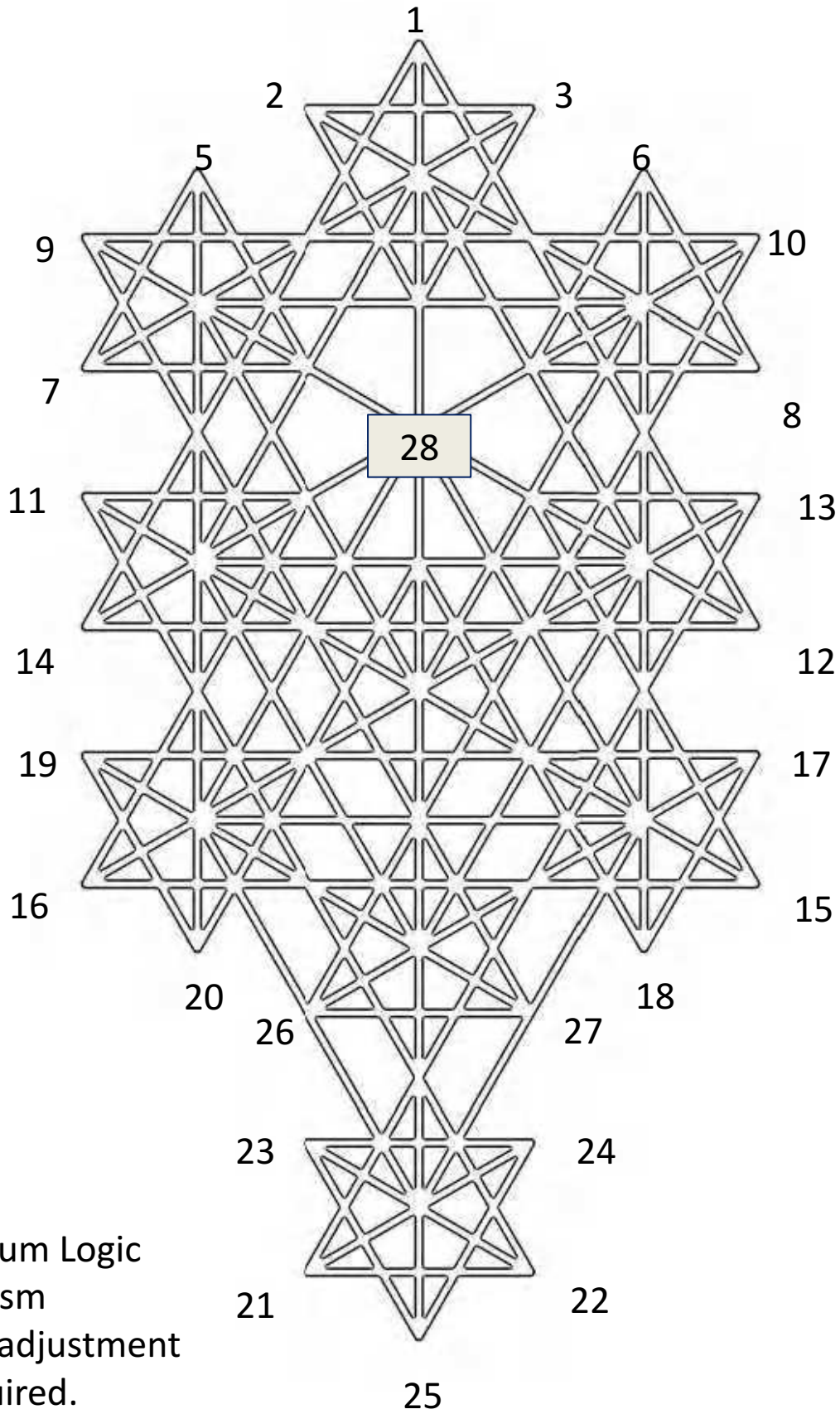
Statement



A

Statement





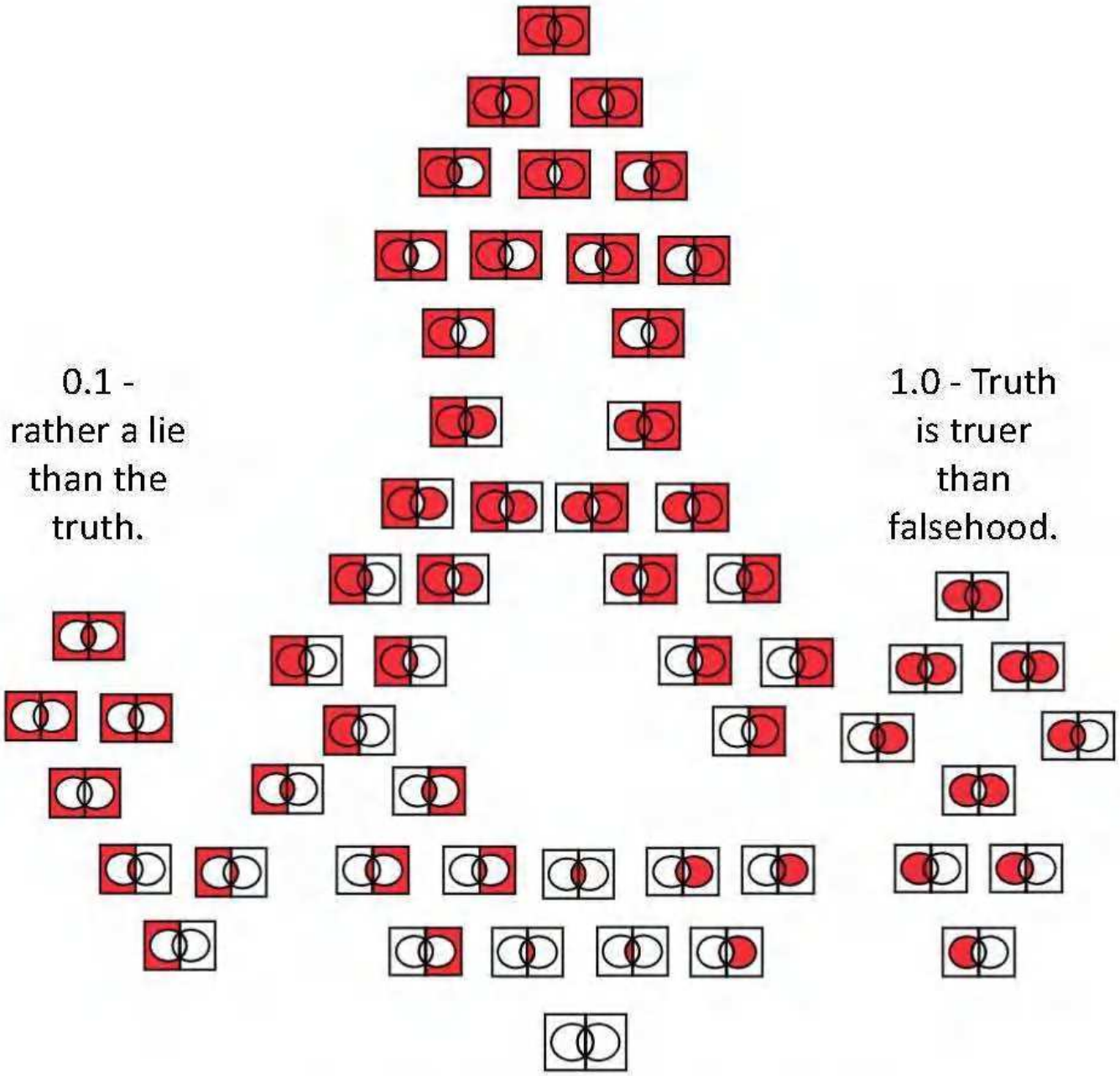
Quantum Logic
Syllogism
Some adjustment
is required.

Федорченко Михаил Валерьевич

1.1 - True

0.1 - rather a lie than the truth.

1.0 - Truth is truer than falsehood.



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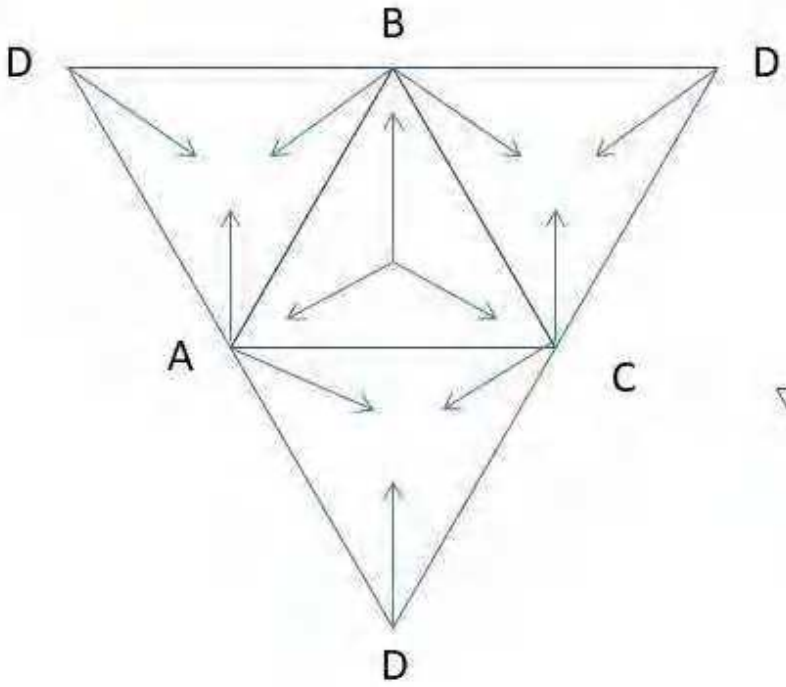
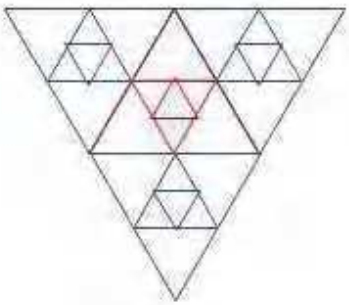
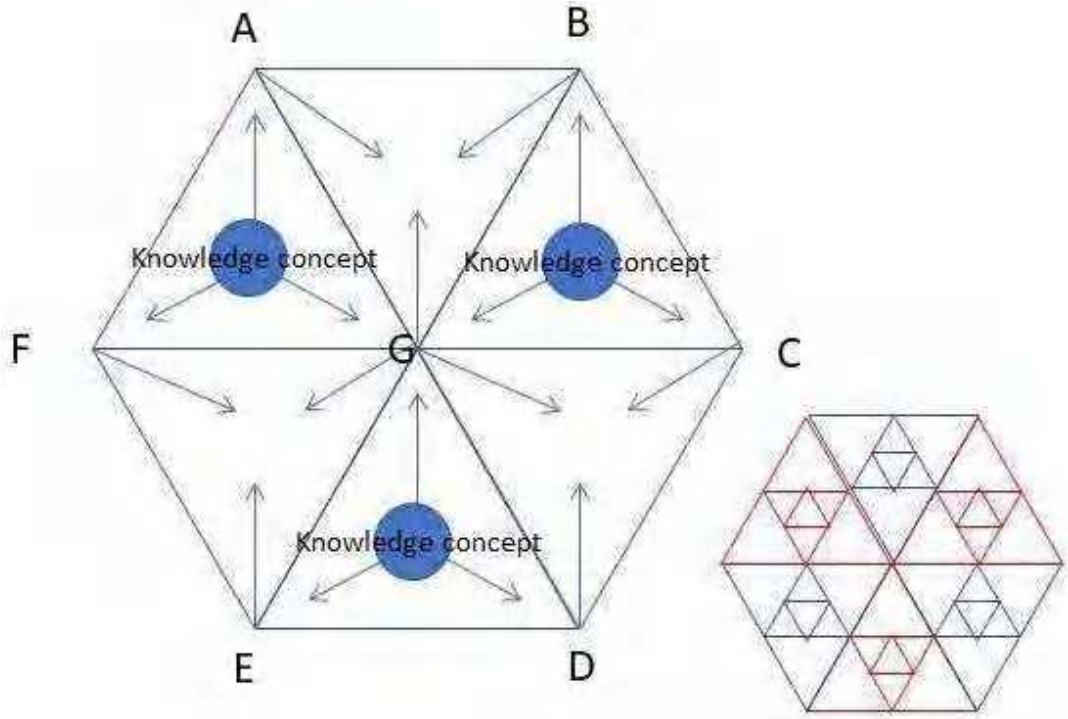
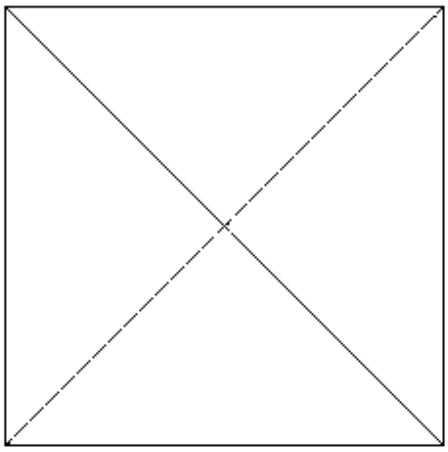
0.0 - False



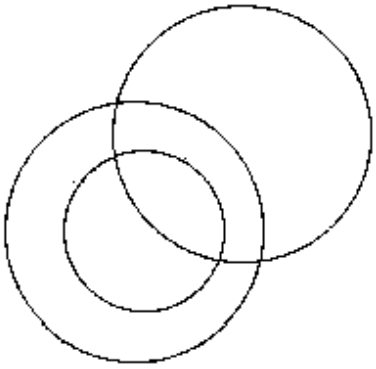


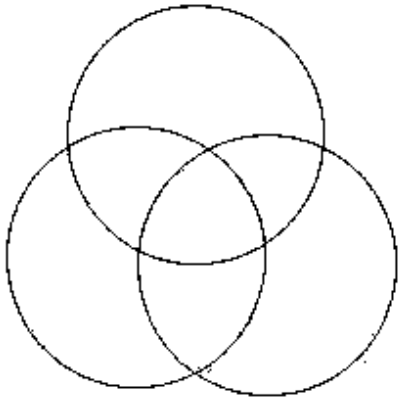


Федорченко Михаил Валерьевич

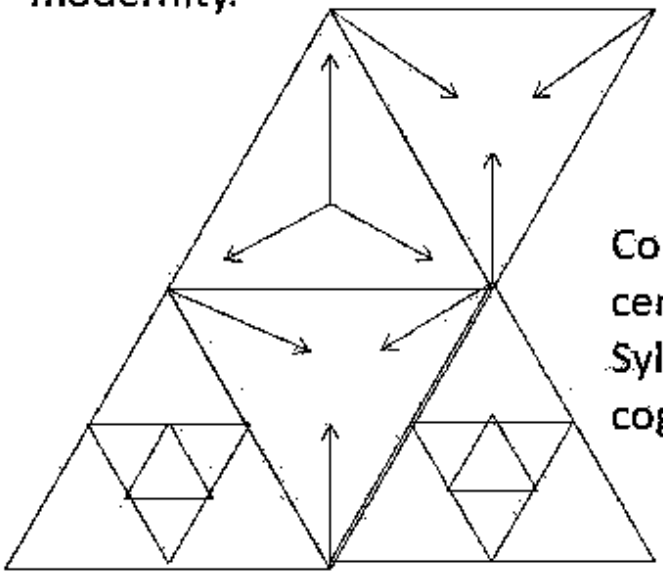


Early-late medieval computing.

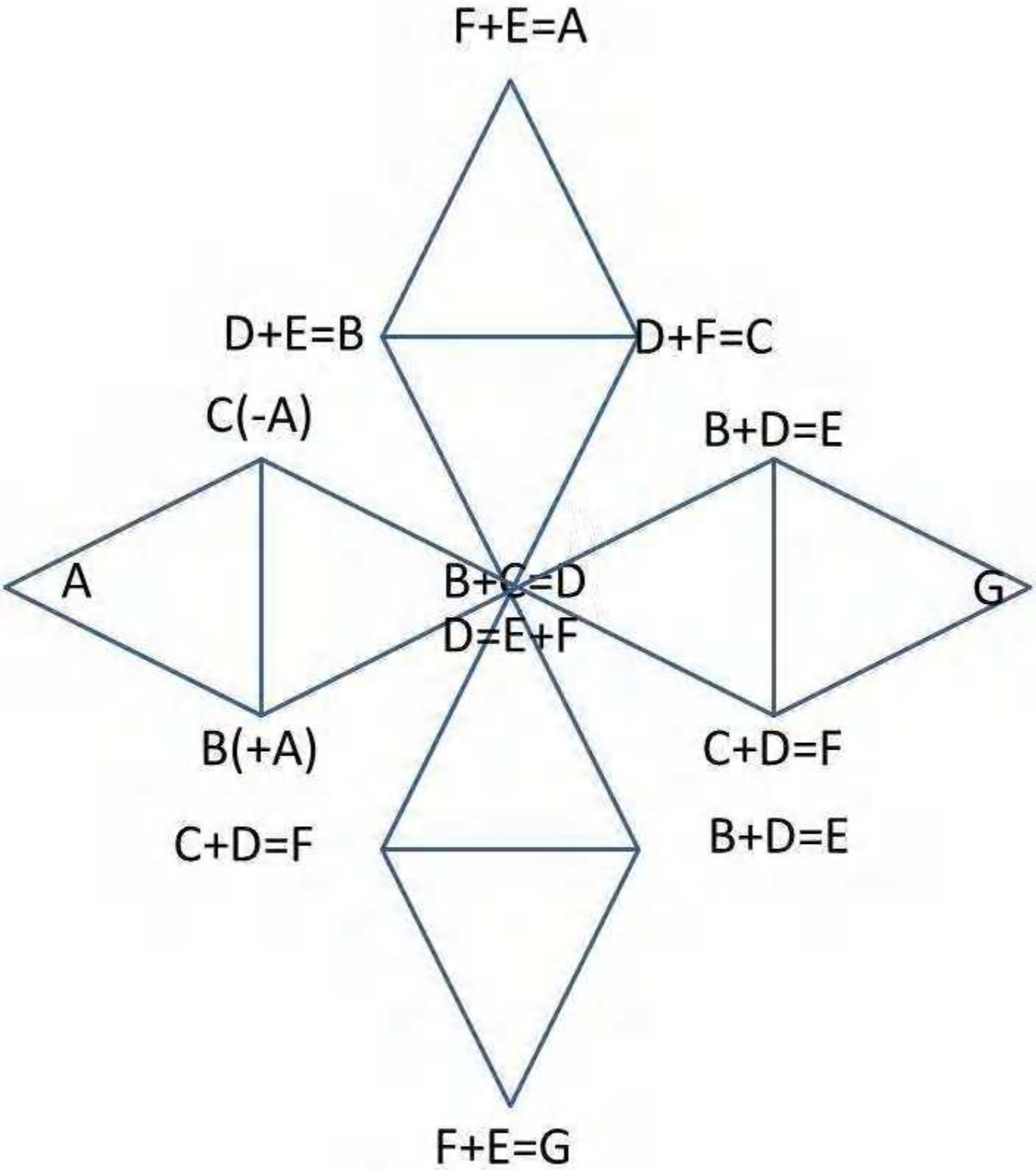




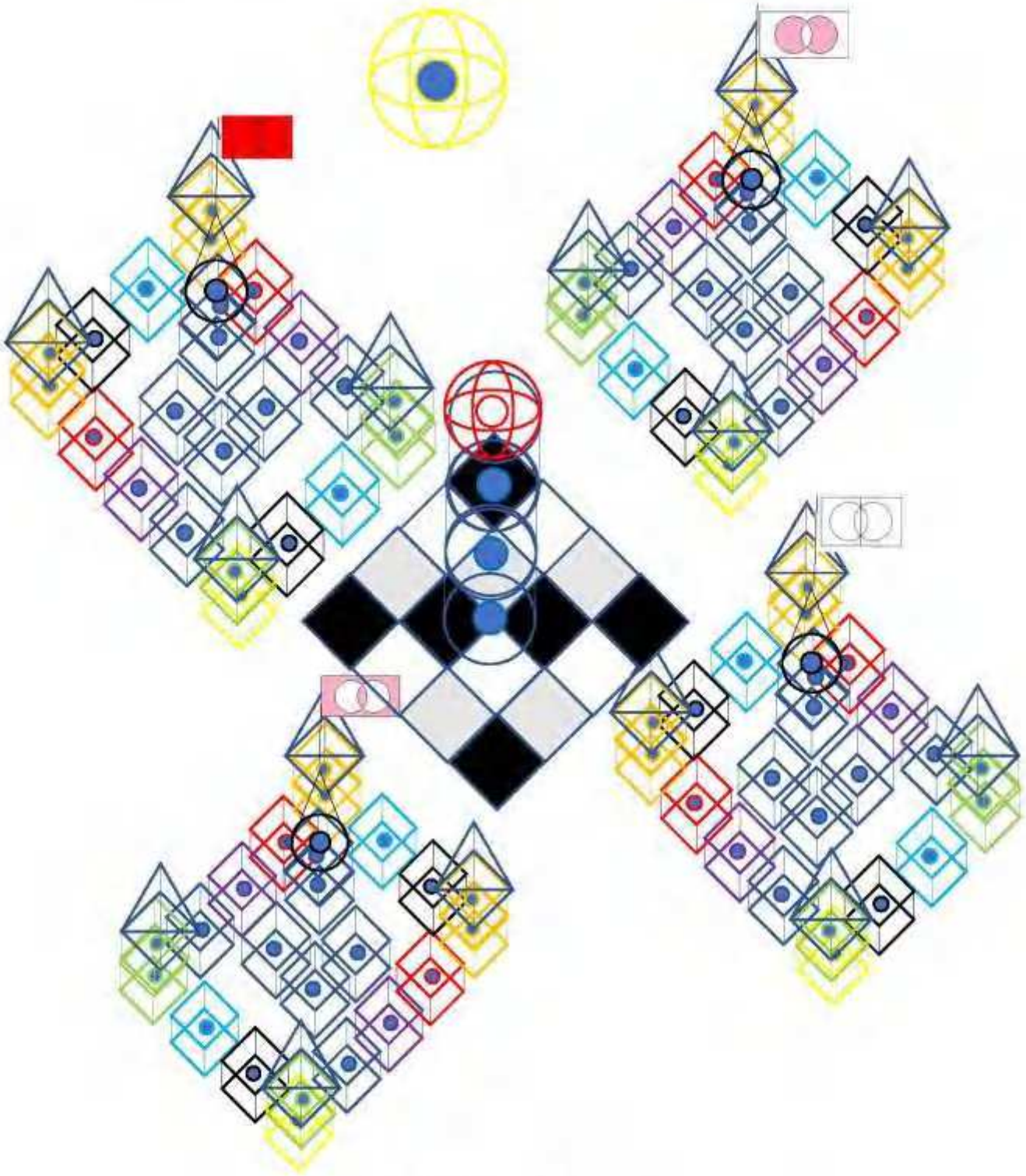
Computing from 18th century-1923-modernity.



Computing from the 21st century,2017 is the future. Syllogistics intellectum cognitus

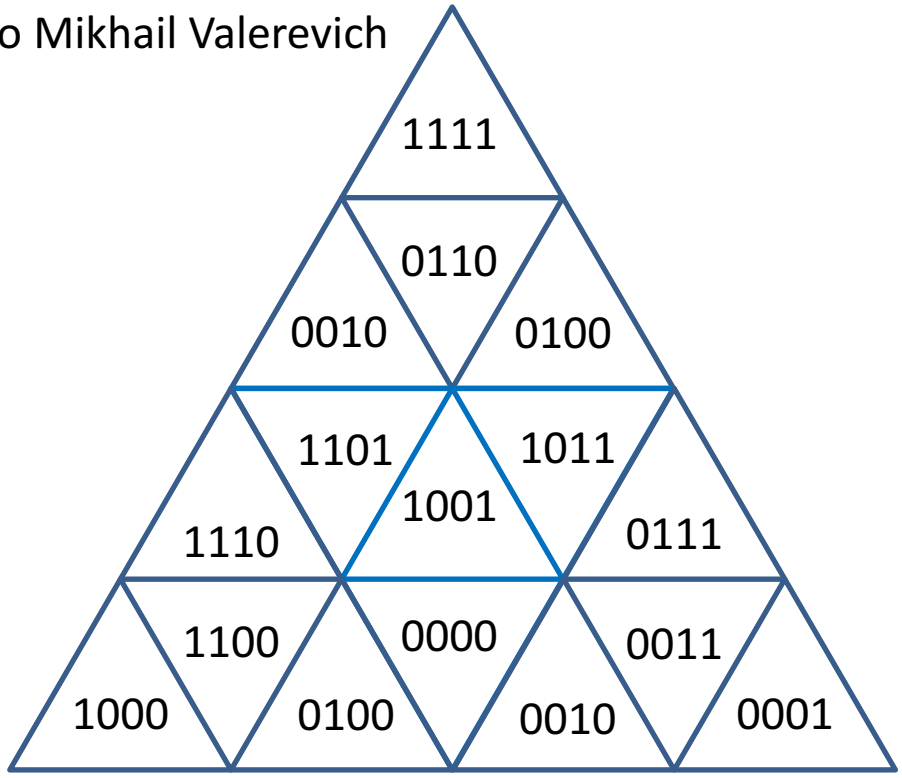

F+E=A
D+E=B
D+F=C
C(-A)
B+D=E
A
B+C=D
G
D=E+F
B(+A)
C+D=F
C+D=F
B+D=E
F+E=G

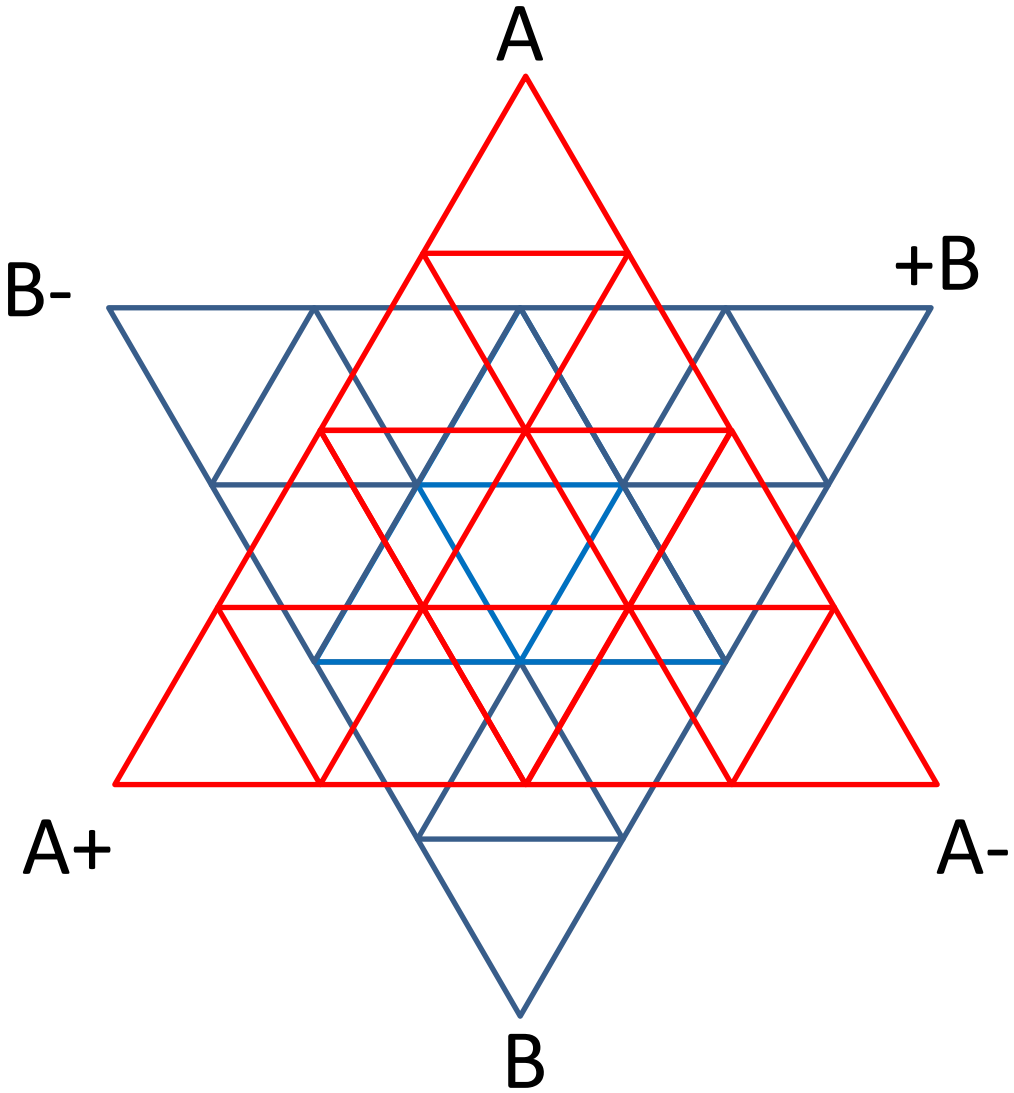
Modernization of Classic Logic

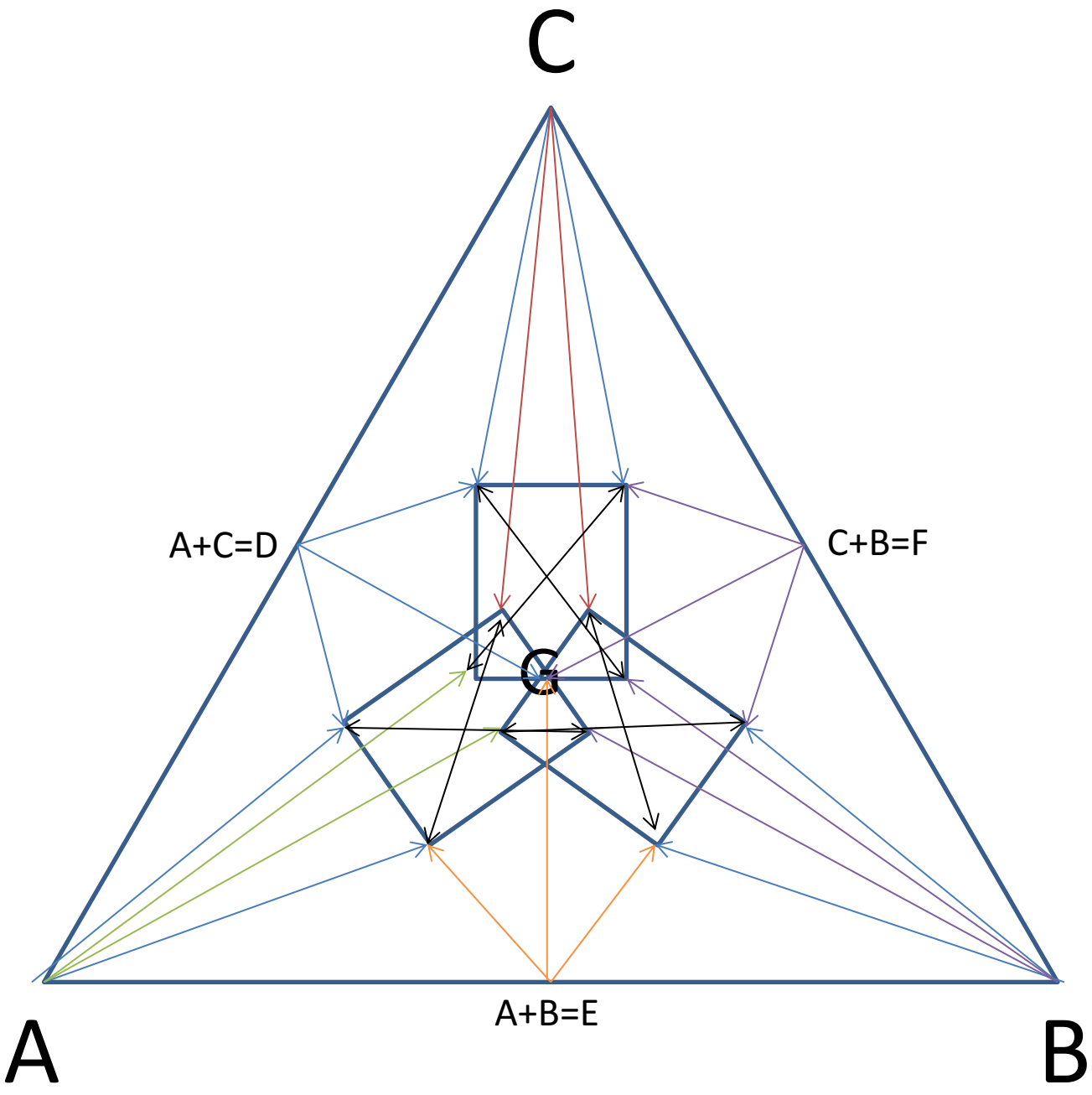


Model of Reasoning
Logic of the Great, Logic of the Wise
Fedorchenko Mikhail Valerevich

Diagram
Fedorchenko Mikhail Valerevich







Logical Tritron

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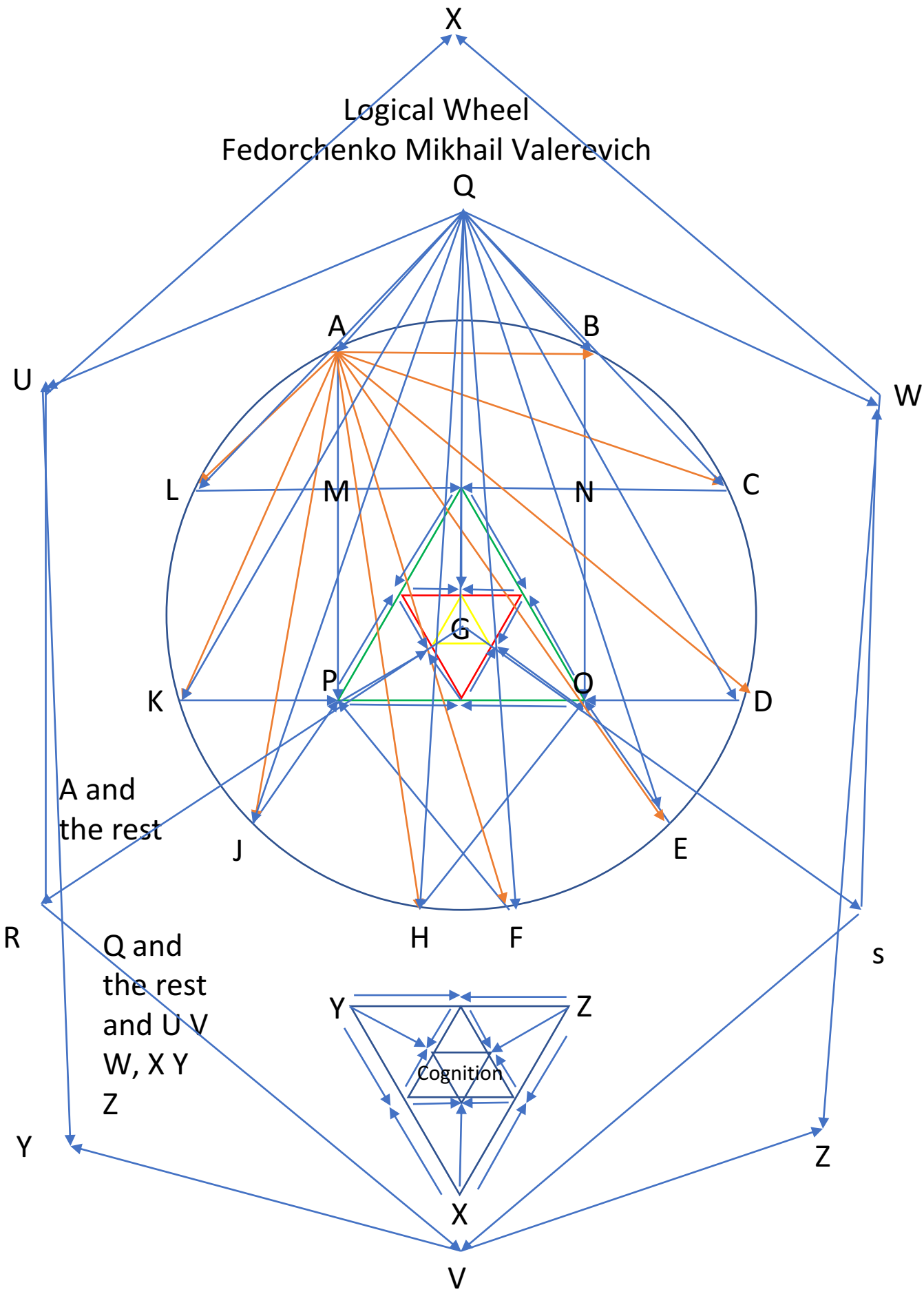

X
Logical Wheel
Fedorchenko Mikhail Valerevich
Q
A
B
U
W
L
M
N
C
G
P
O
K
D
A and
the rest
J
E
R
H
F
s
Q and
the rest
and U V
W, X Y
Z
Y
Z
Cognition
Y
Z
X
V

A = (B + A)+C,D,E,F,H,J,K,L
B =A,C,D,E,F,H,J,K,L
C =A,B,D,E,F,H,J,K,L
D =A,B,C,E,F,H,J,K,L
E =A,B,C,D,F,H,J,K,L
F =A,B,C,D,E,H,J,K,L
H =A,B,C,D,E,F,J,K,L
J =A,C,D,E,F,H,B,K,L
K =A,C,D,E,F,H,J,B,L
L =A,C,D,E,F,H,J,K,B

A+L=M
B+C=N
H+E+D=O
K+J+F=P

M+N=A1
p1=A1+P
p2=P+O
p3=O+A1

x1=p1+p2
x2=p2+p3
x3=p3+p1

y1=x1+x2
y2=x2+x3
y3=x3+x1

G=y1+y2+y3
G->Q
G->R
G->S

Q+=(A+Q) (+-<>/*=)(B+Q),C,D,E,F,H,J,K,L
R+=(A+R) (+-<>/*=)(B+R),C,D,E,F,H,J,K,L
S+=(A+S) (+-<>/*=)(B+S),C,D,E,F,H,J,K,L

R+S=V
R+Q=U
Q+S=W

V+=(A+V) (+-<>/*=)(B+V),C,D,E,F,H,J,K,L
U+=(A+U) (+-<>/*=)(B+U),C,D,E,F,H,J,K,L
W+=(A+W) (+-<>/*=)(B+W),C,D,E,F,H,J,K,L

U+W=X
W+V=Z
U+V=Y

X+=(A+X) (+-<>/*=)(B+X),C,D,E,F,H,J,K,L
Y+=(A+Y) (+-<>/*=)(B+Y),C,D,E,F,H,J,K,L
Z+=(A+Z) (+-<>/*=)(B+Z),C,D,E,F,H,J,K,L

p1=X+Y
p2=Y+Z
p3=Z+X

x1=p1+p2
x2=p2+p3
x3=p3+p1

y1=x1+x2
y2=x2+x3
y3=x3+x1

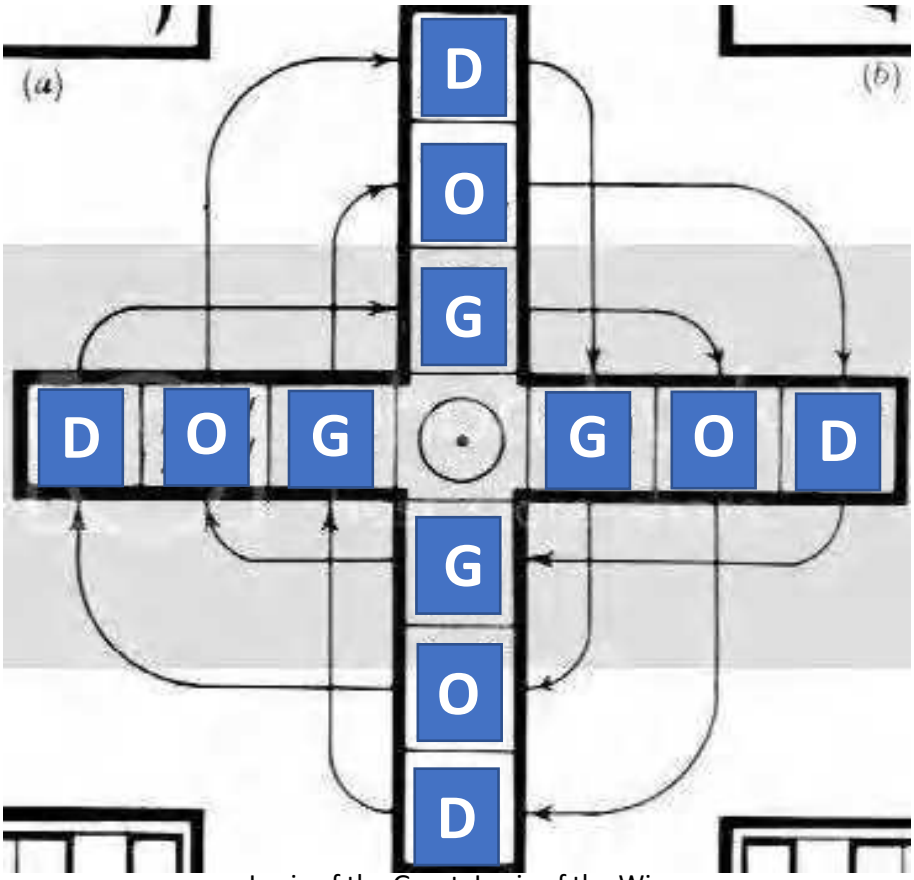
Cognition=y1+y2+y3
Cognition->A
Cognition->B
Cognition->C

Logical Wheel

Fedorchenko Mikhail Valerevich

Нет Света ярче, чем Свет спасения от Господа Бога; все остальные светильники блеклые и холодные.

There is no Light brighter than the Light of salvation from the Lord God; all other lights are dim and cold.



Unity with God
and Earthly Life
gives Eternal
continuation of
Existence.
The unification of
the Immaterial
and the Material
gives Life.

Thesis OR XOR Antithesis

AND

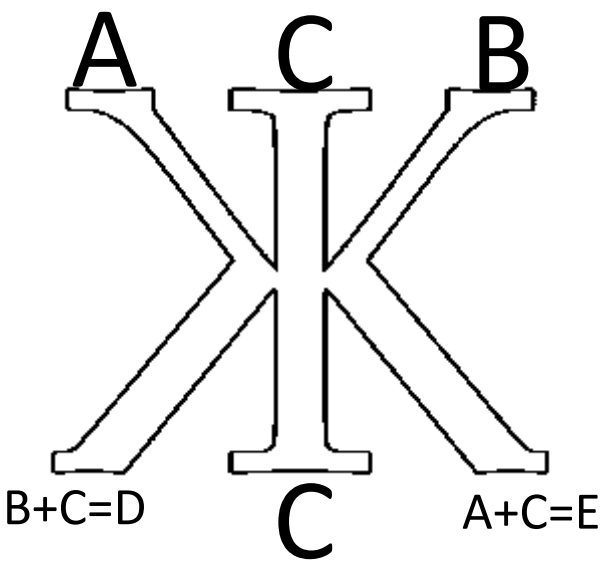
Synthesis

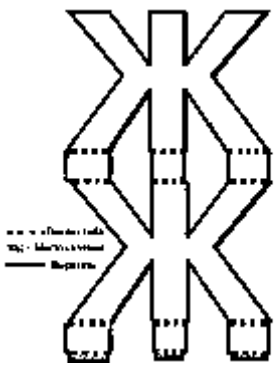
I give you not a poison, but an antidote. The choice is yours.

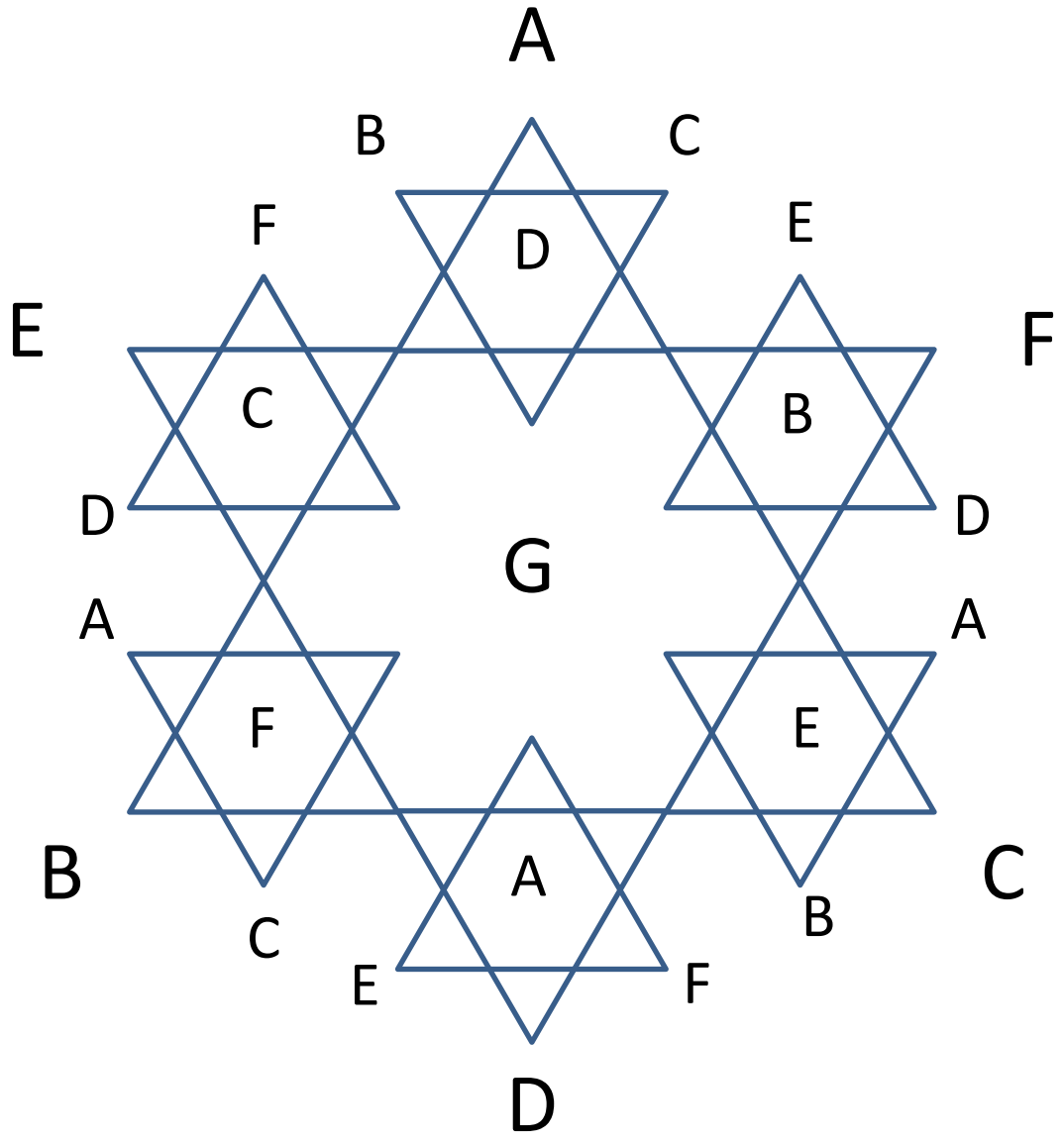
Sclavin(Russian)
Logic Symbiosis

Fedorchenko Mikhail Valerievich

Sclavinus







Syllogism

Ηιερ Χειρ Χρτα ->

Χάρτης Ἱεροῦ Ἔργου (Chártēs Hierû Érgou).

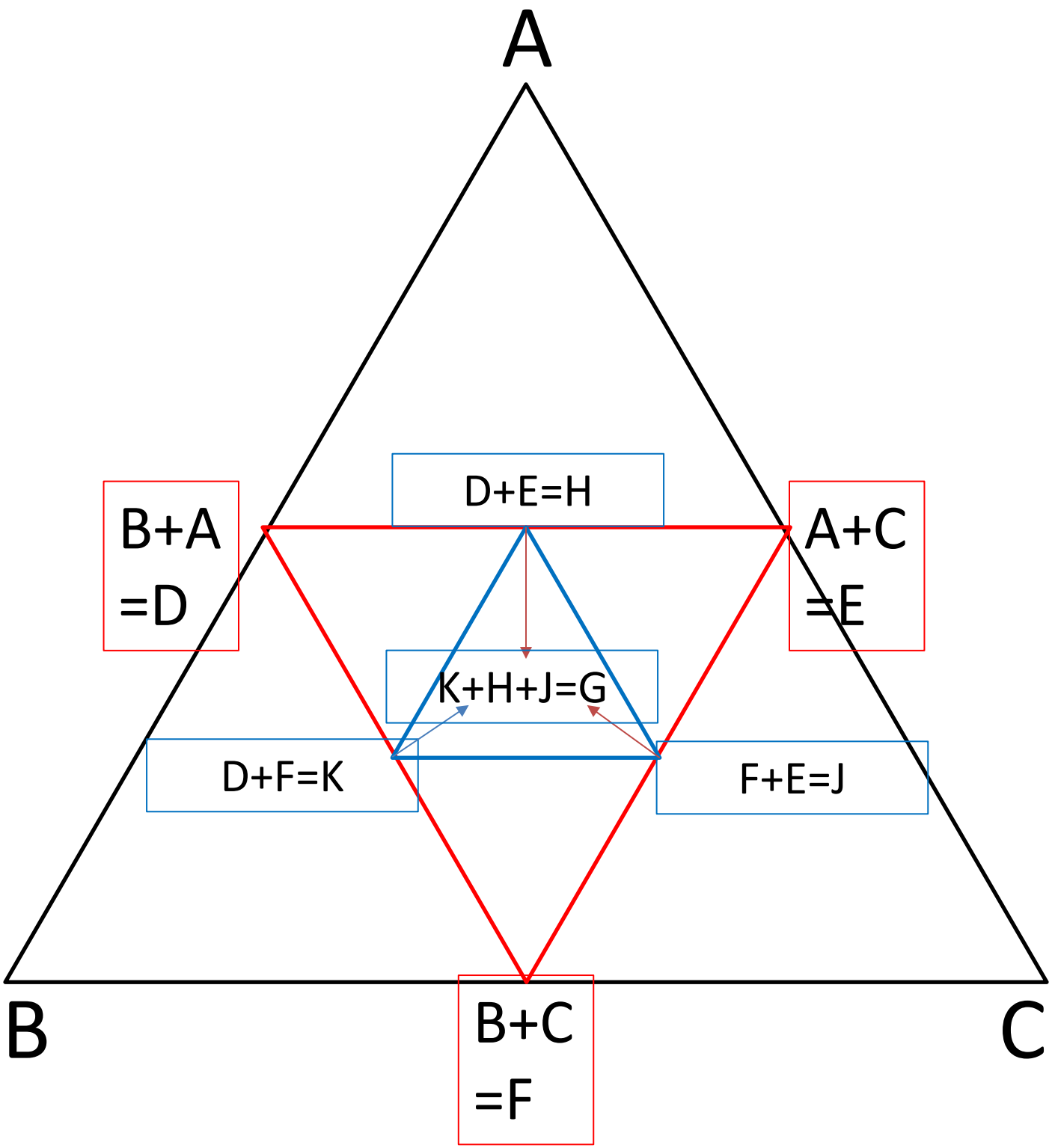
) שטר פון קדושער מיסיעShtar fun Kadosher Misye)

Ναός τοῦ Κυρίου Θεοῦ (Naós toû Kyríou Theoû).

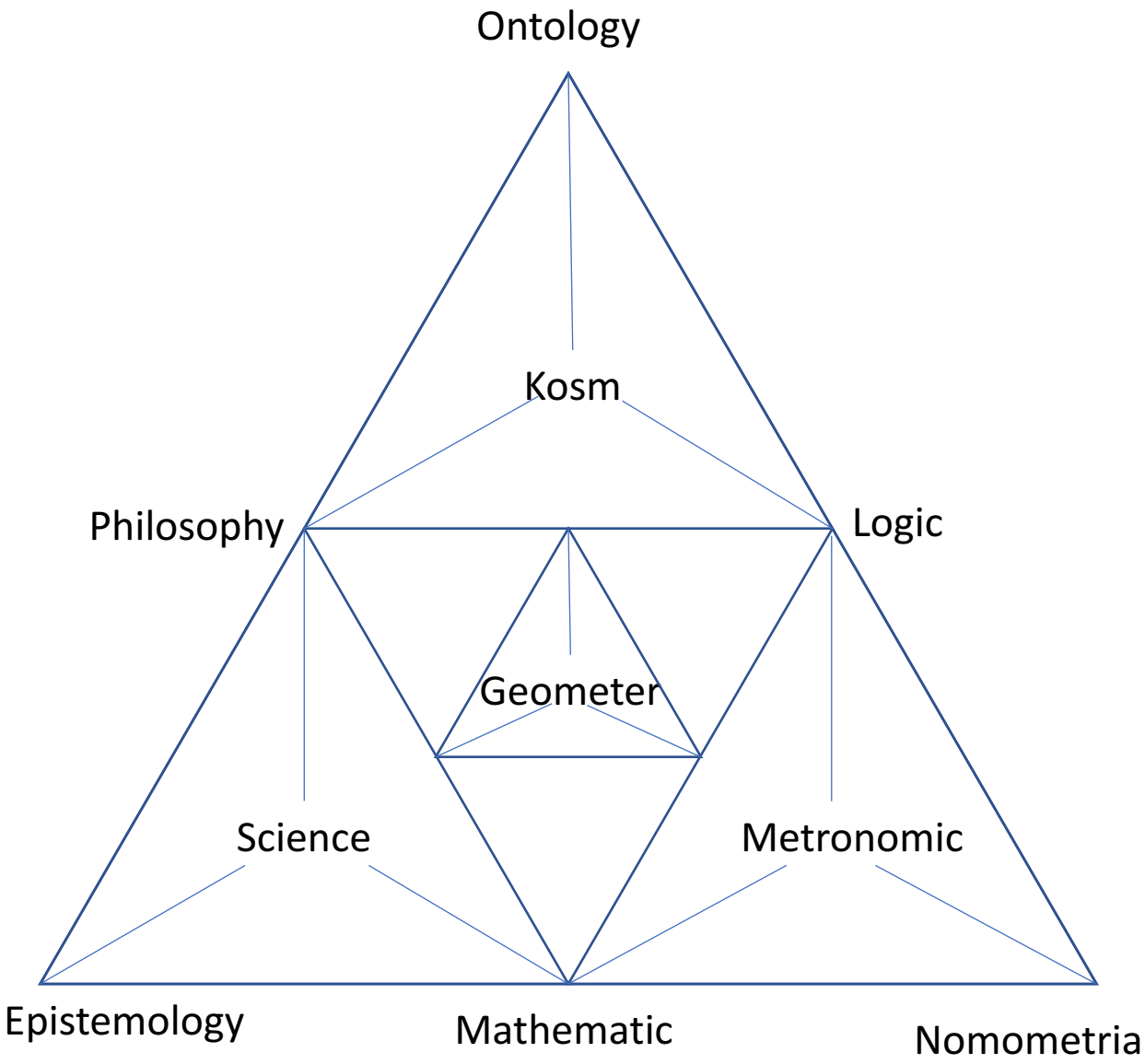
) בית המקדש פון האַשעם עלוהיםBeys Hamikdesh fun Hashem Elohim).

XP∴ΩN

Syllogism

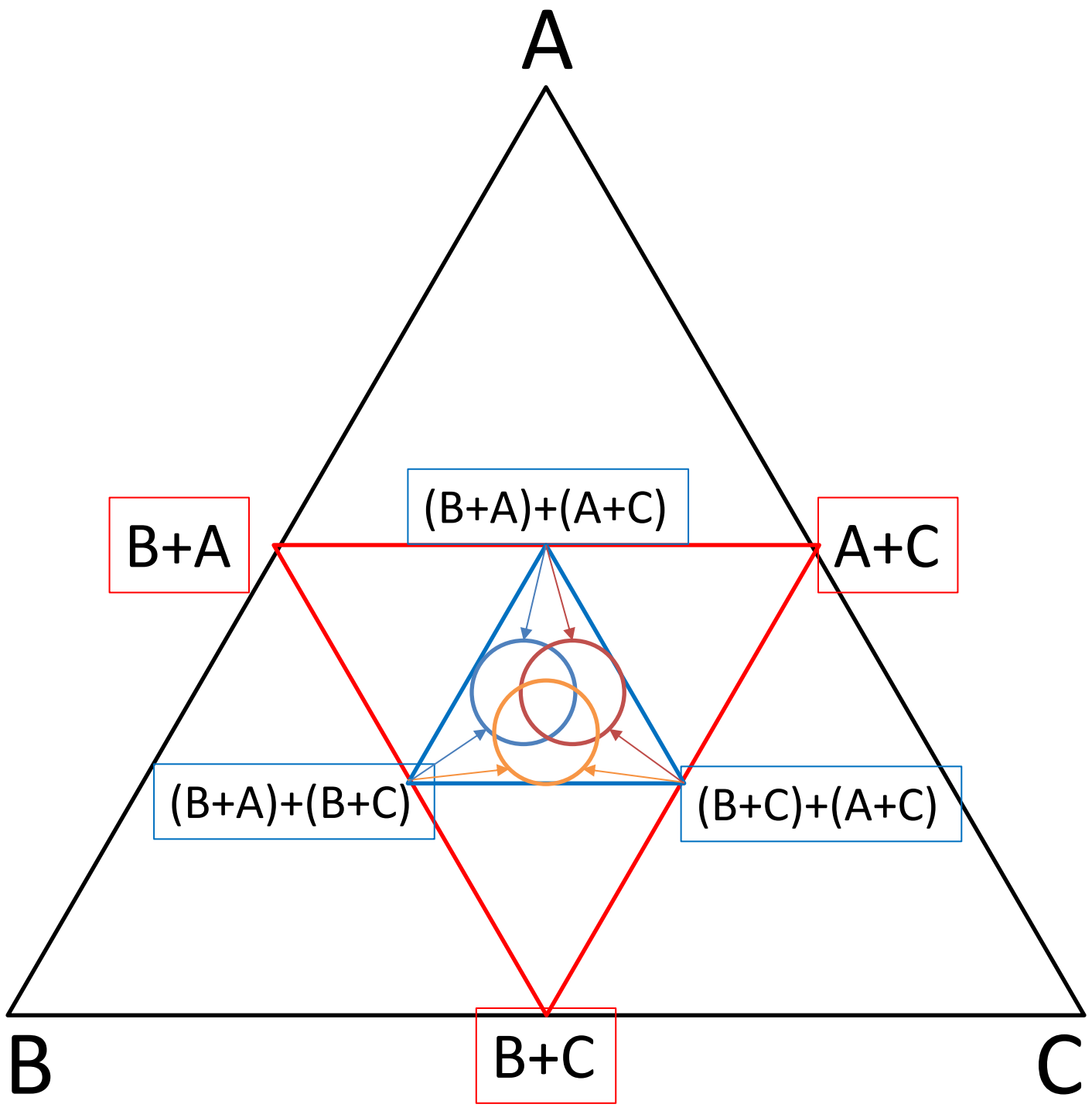


Федорченко Михаил Валерьевич



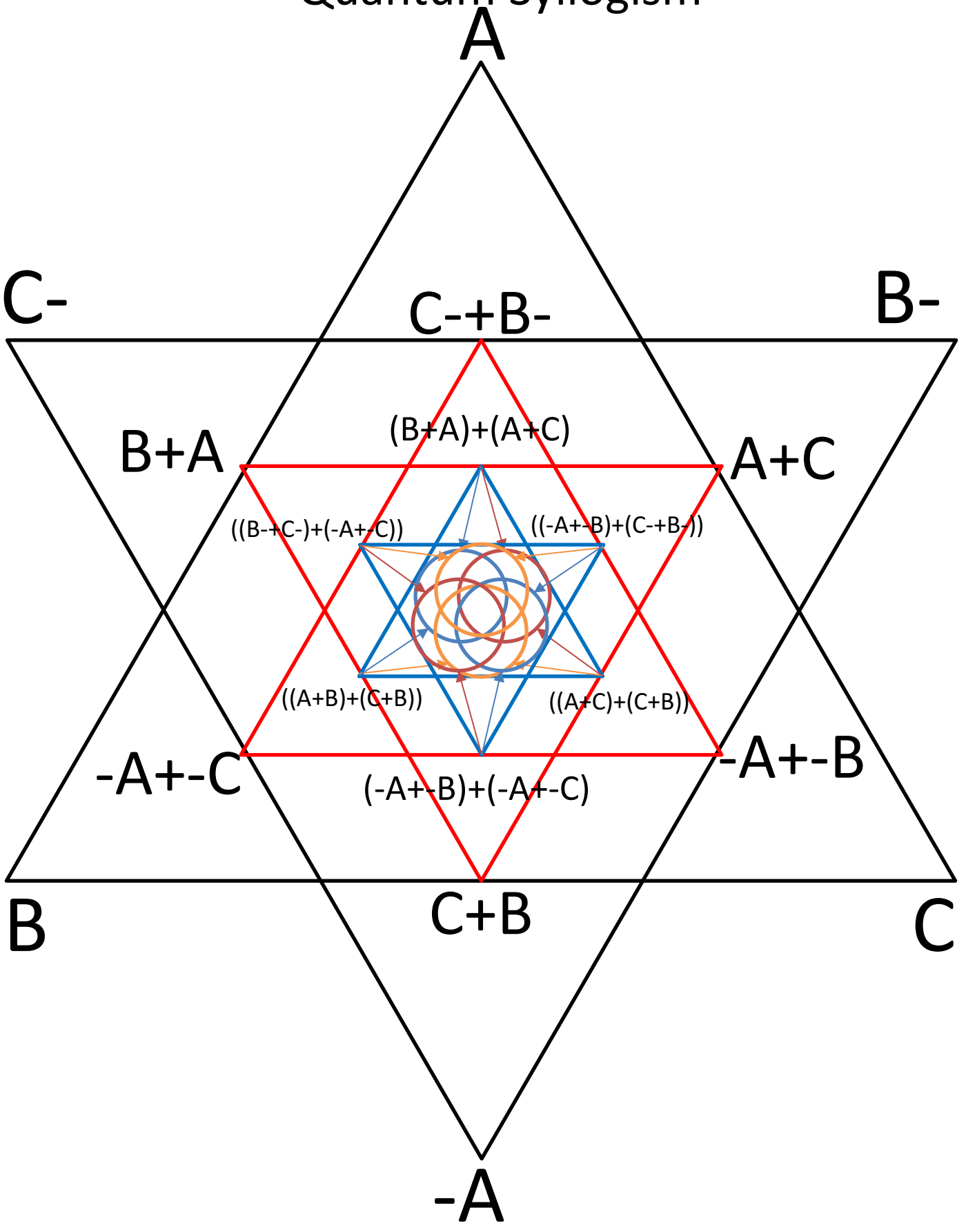
Fedorchenko Mikhail Valerevich
XP∴ΩN

Syllogism



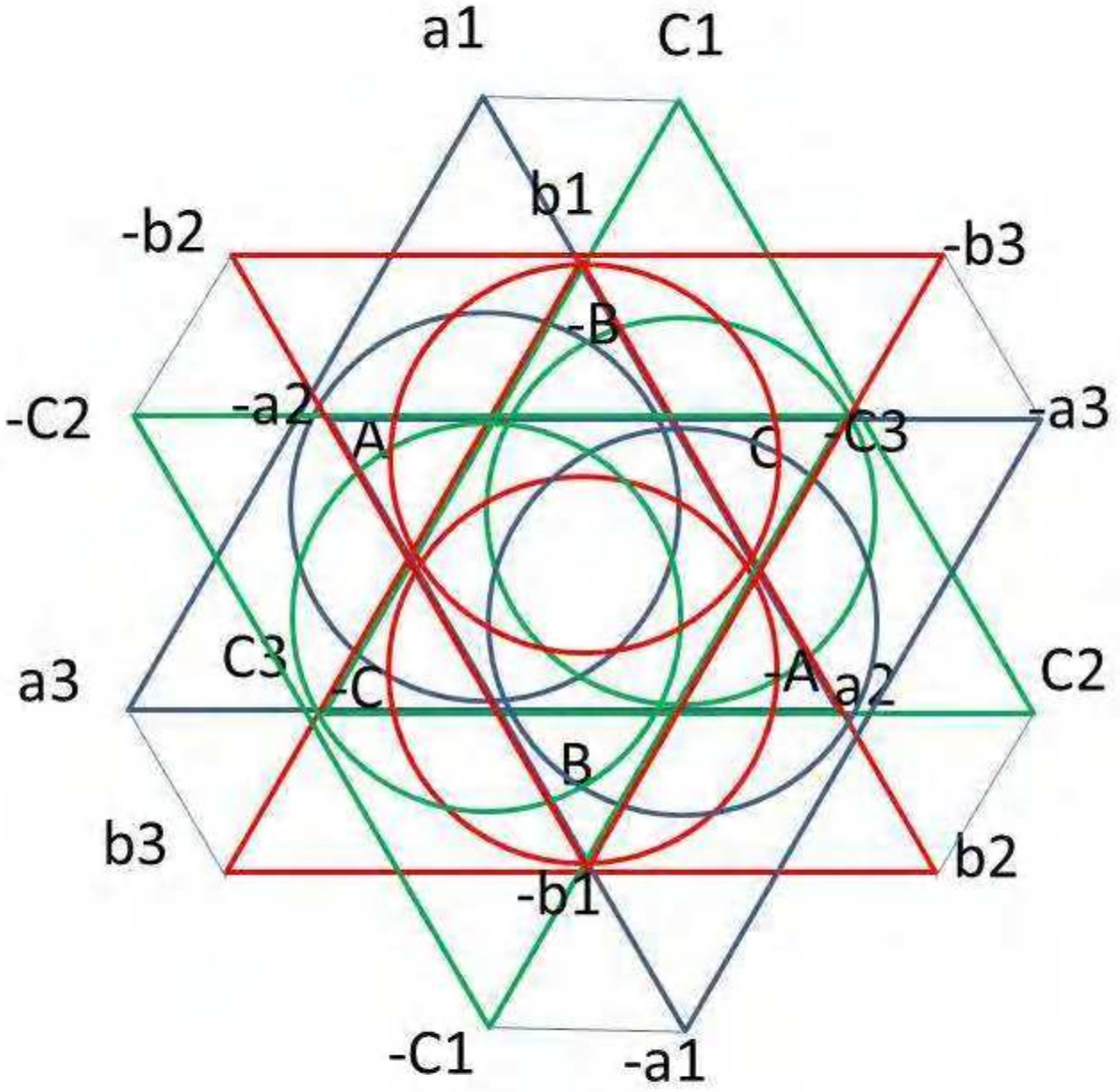
Федорченко Михаил Валерьевич

Quantum Syllogism



Федорченко Михаил Валерьевич

Quantum Syllogism

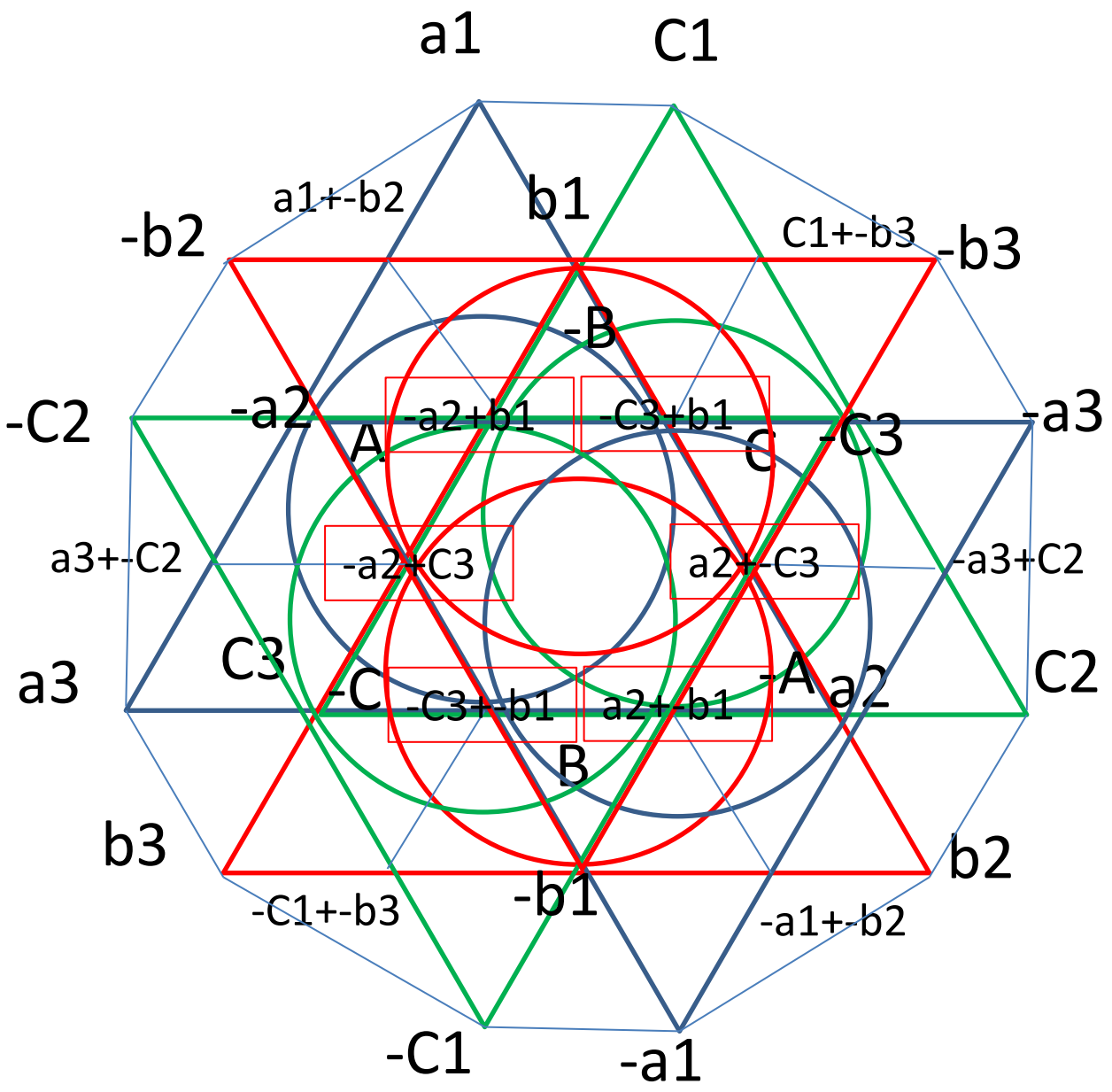


Федорченко Михаил
Валерьевич

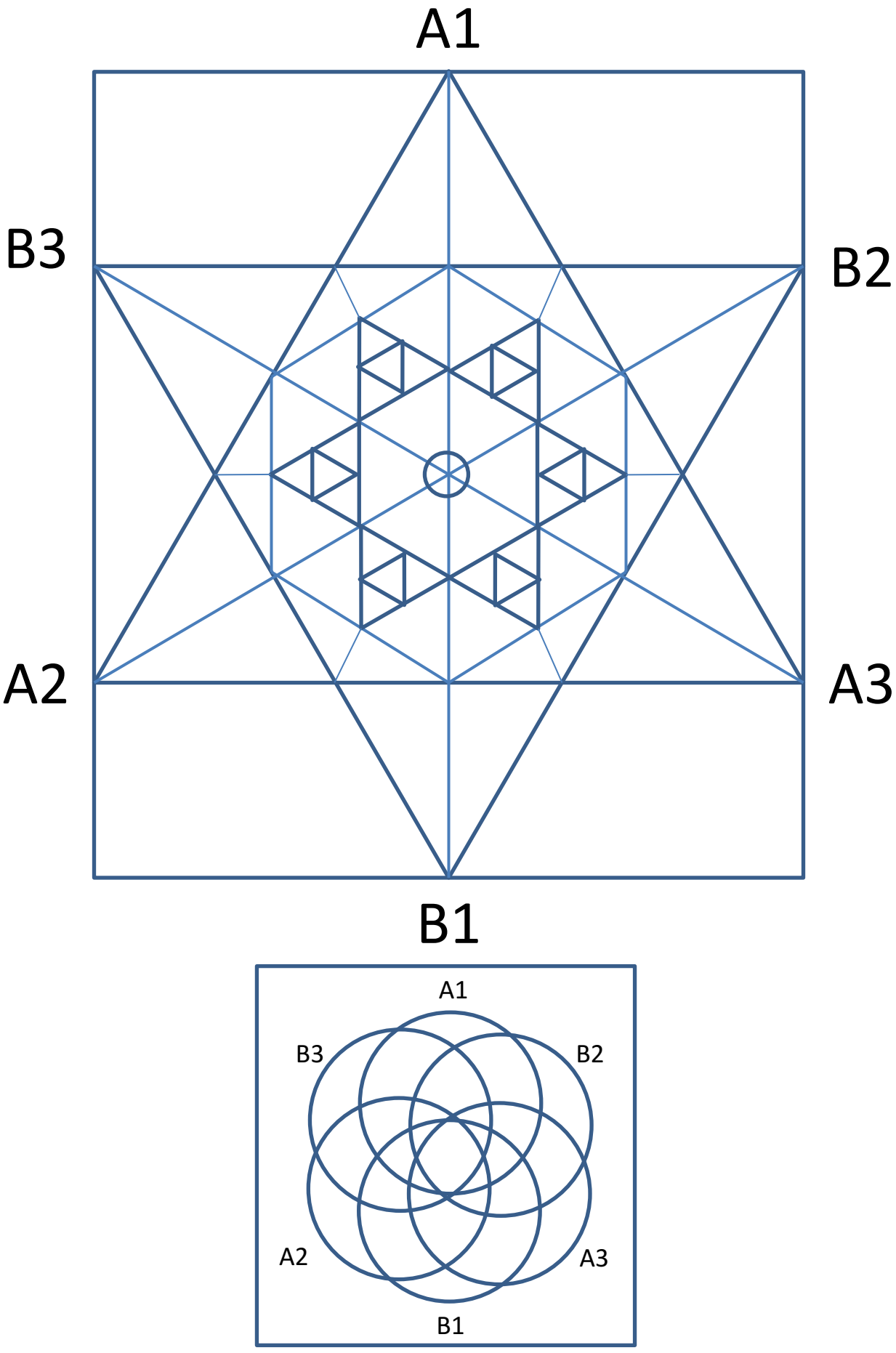
Quantum Syllogism

На случай, если потревожил память, быть и другой вариант.

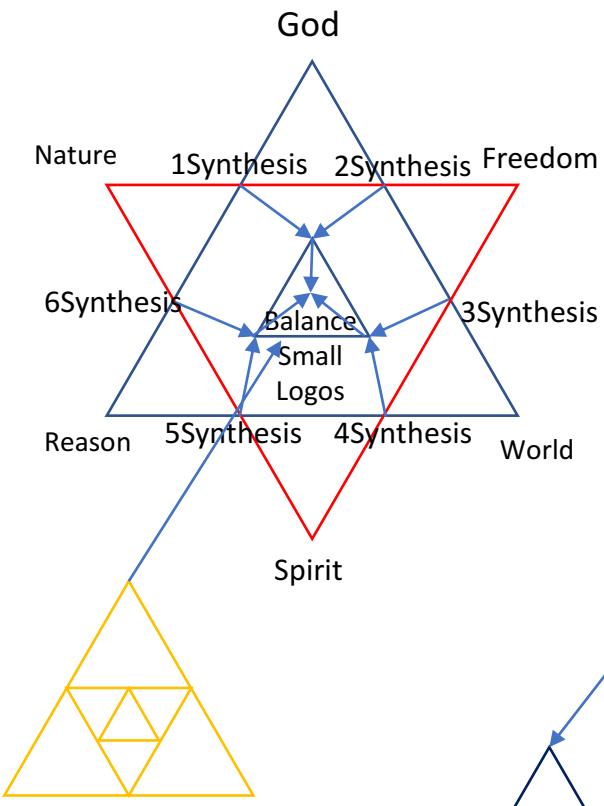
In case you disturbed your memory, there is another option.

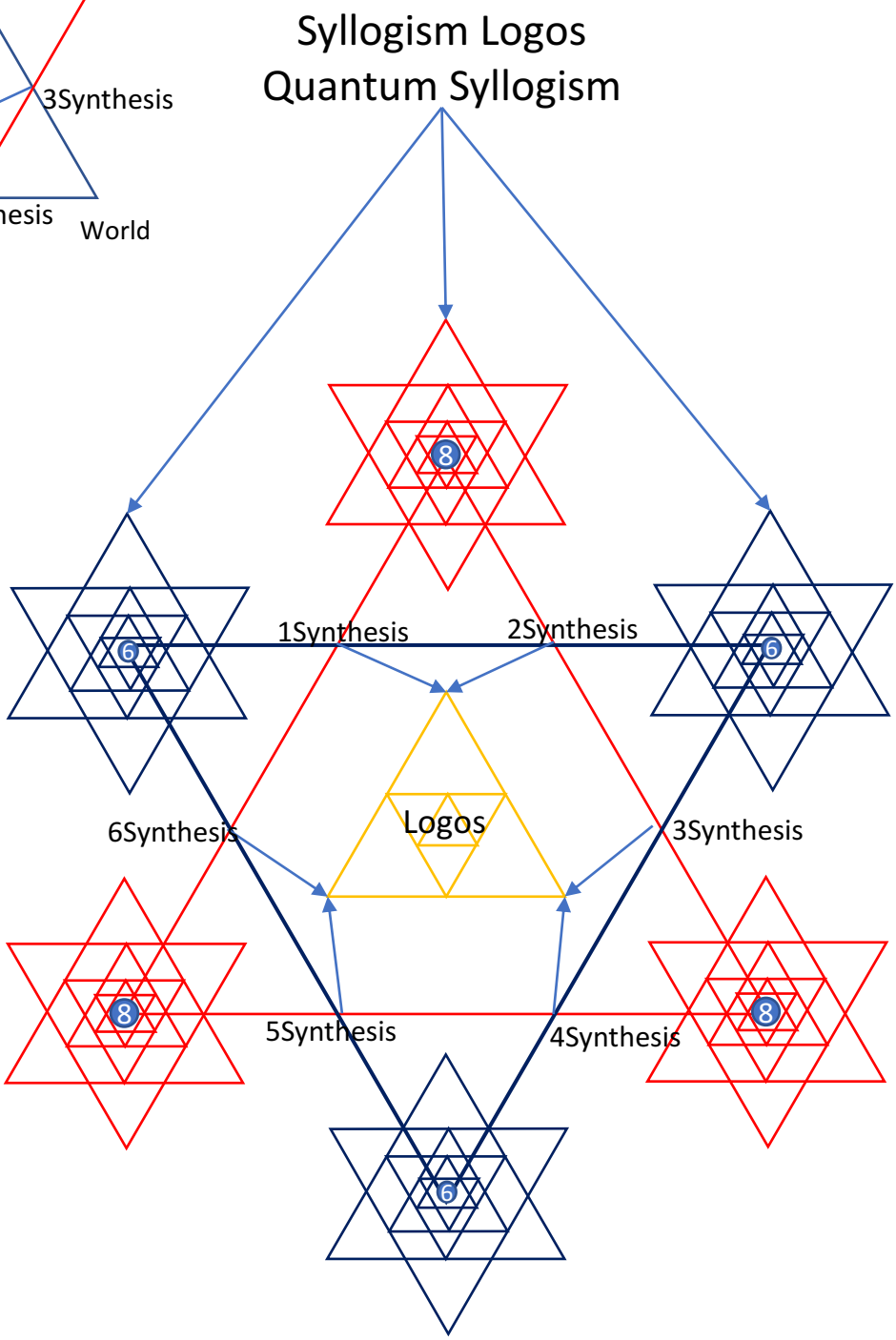


Федорченко Михаил Валерьевич



Федорченко Михаил Валерьевич


God
Nature
1Synthesis
2Synthesis
Freedom
6Synthesis
Balance
Small
Logos
3Synthesis
Reason
5Synthesis
4Synthesis
World
Spirit


Syllogism Logos
Quantum Syllogism
8
6
1Synthesis
2Synthesis
6
6Synthesis
Logos
3Synthesis
8
5Synthesis
4Synthesis
8
6

<-^->

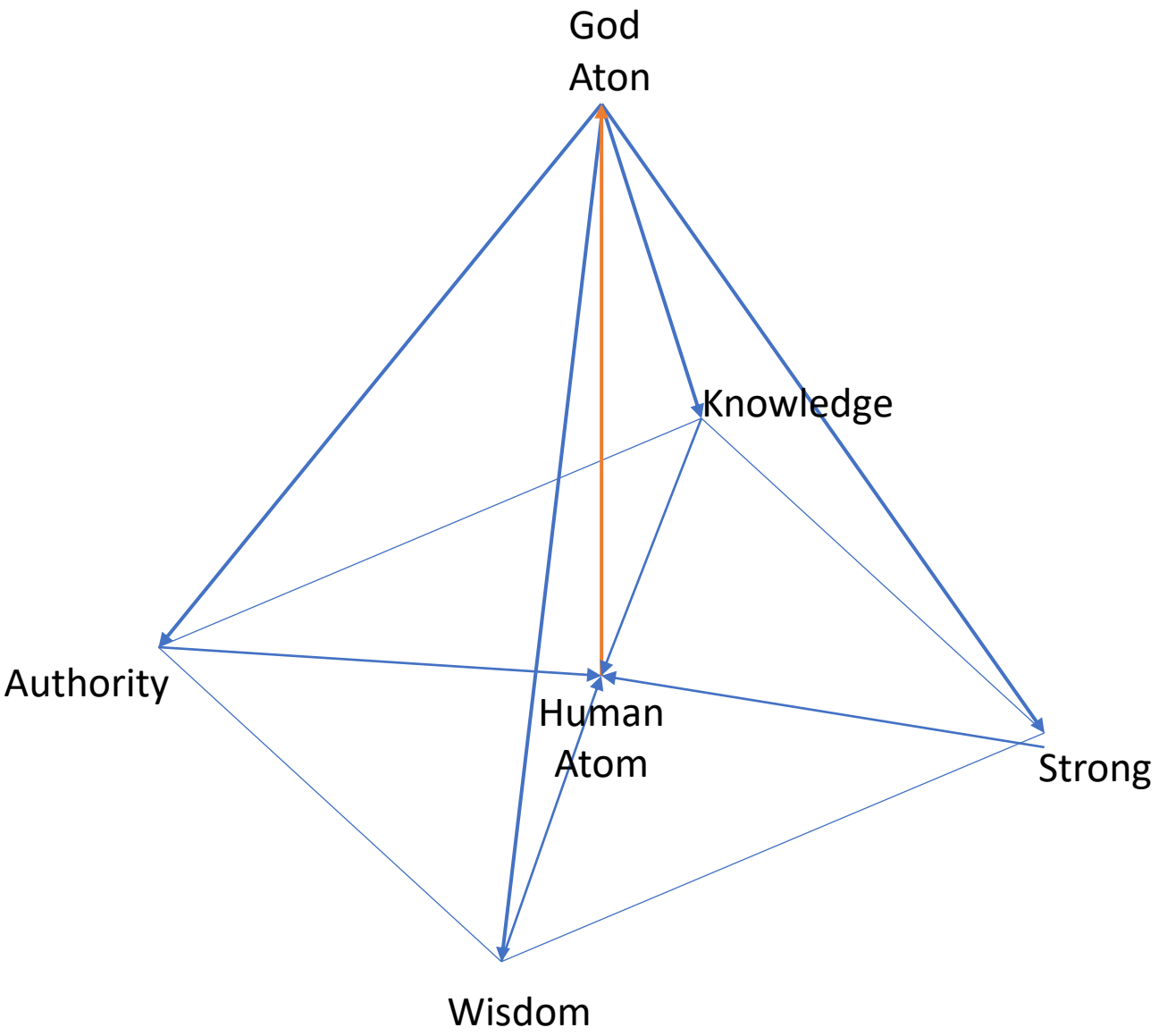
|

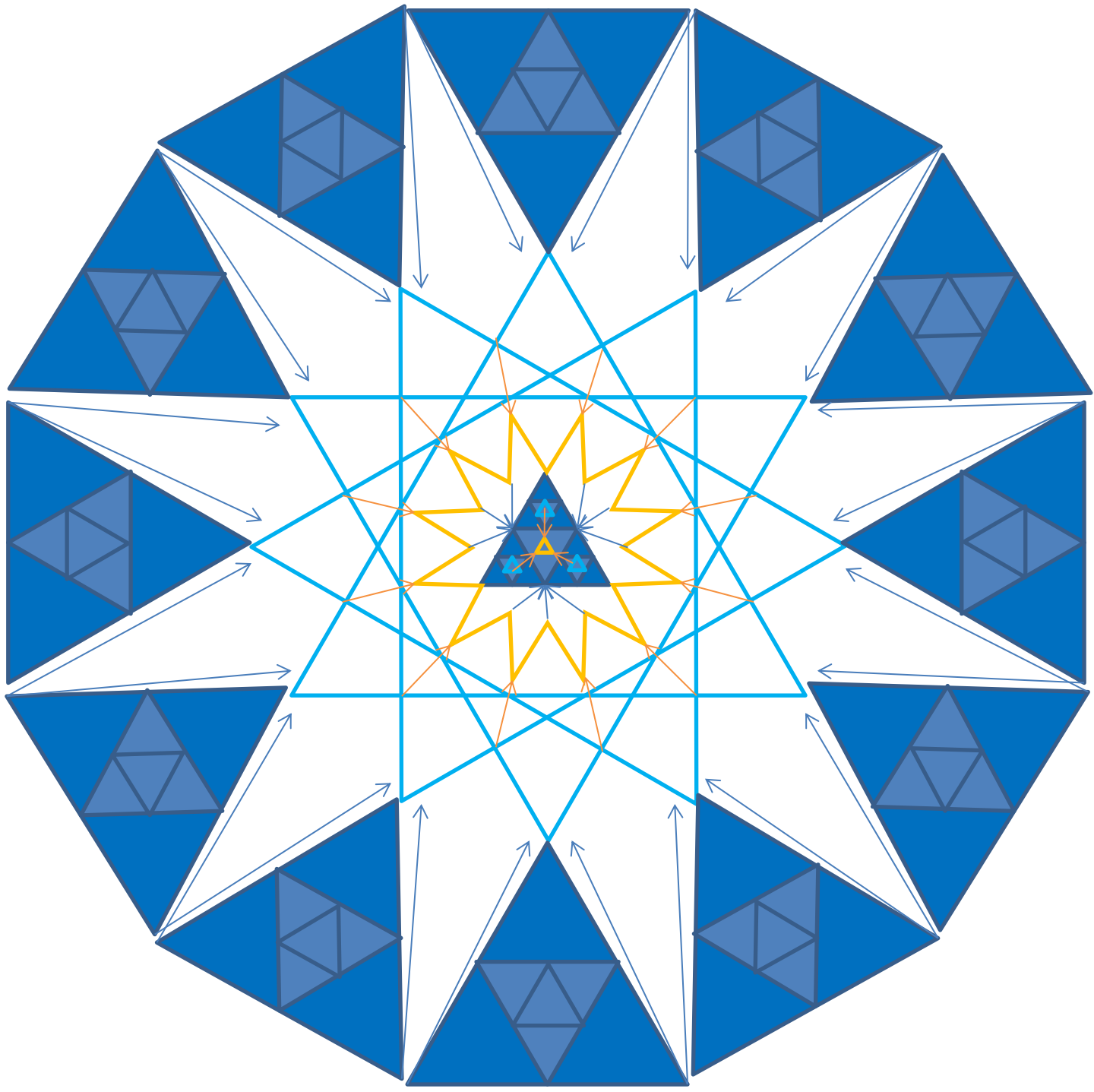
V

XP∴ΩN

Y

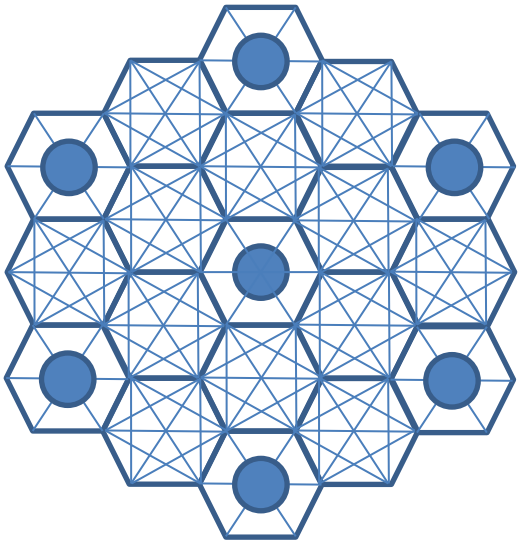
Stone of Atoum

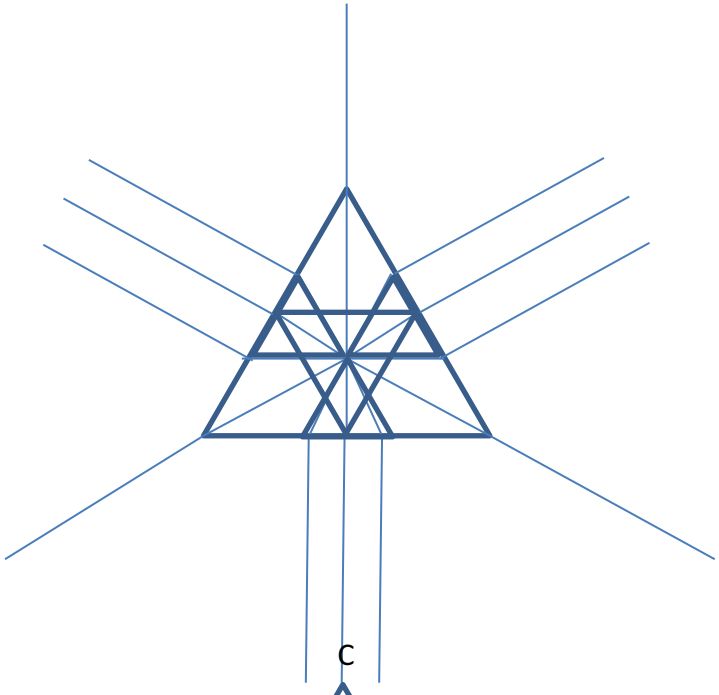


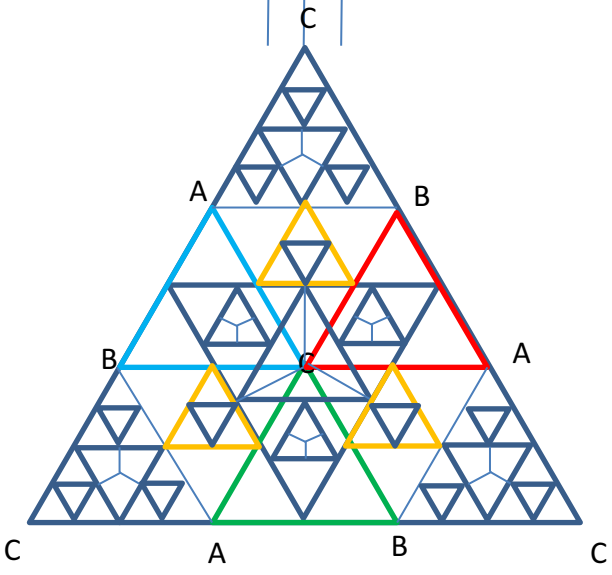


Syllogism
Order, Harmony and Cosmos of God Ra

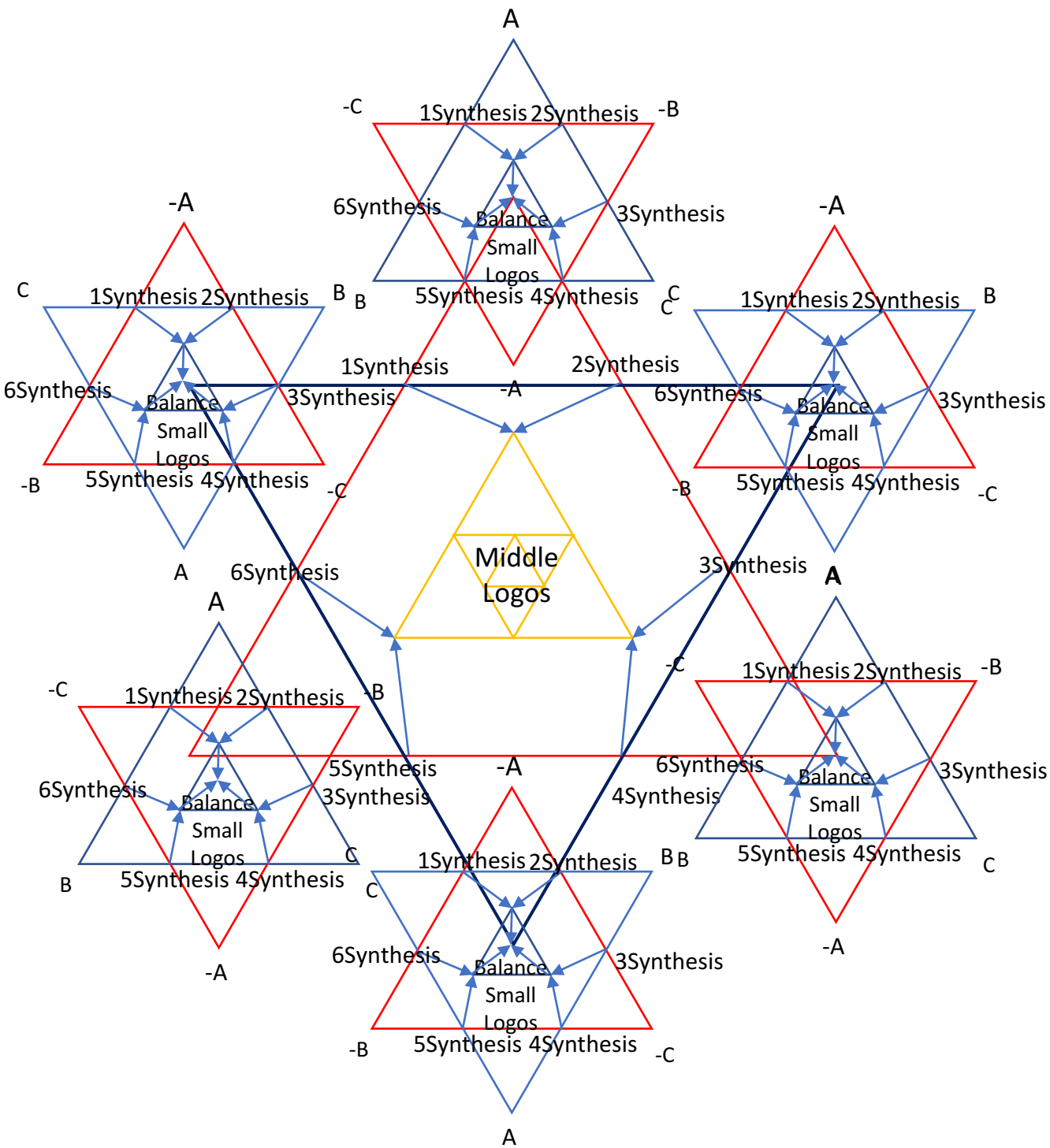
XP∴ΩN






C
A
B
B
C
A
C
A
B
C

Syllogism Middle Logos



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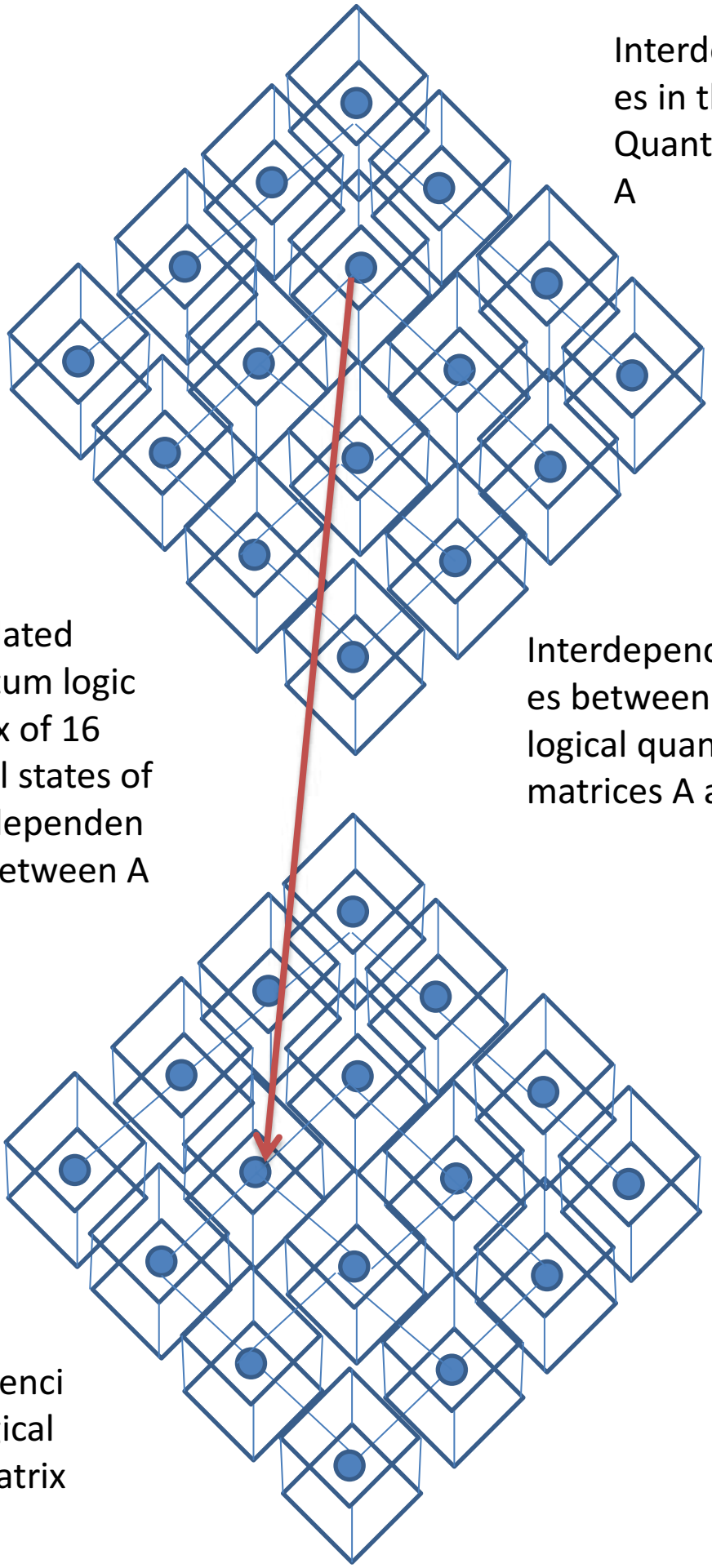
|

V

XP∴ΩN

Y



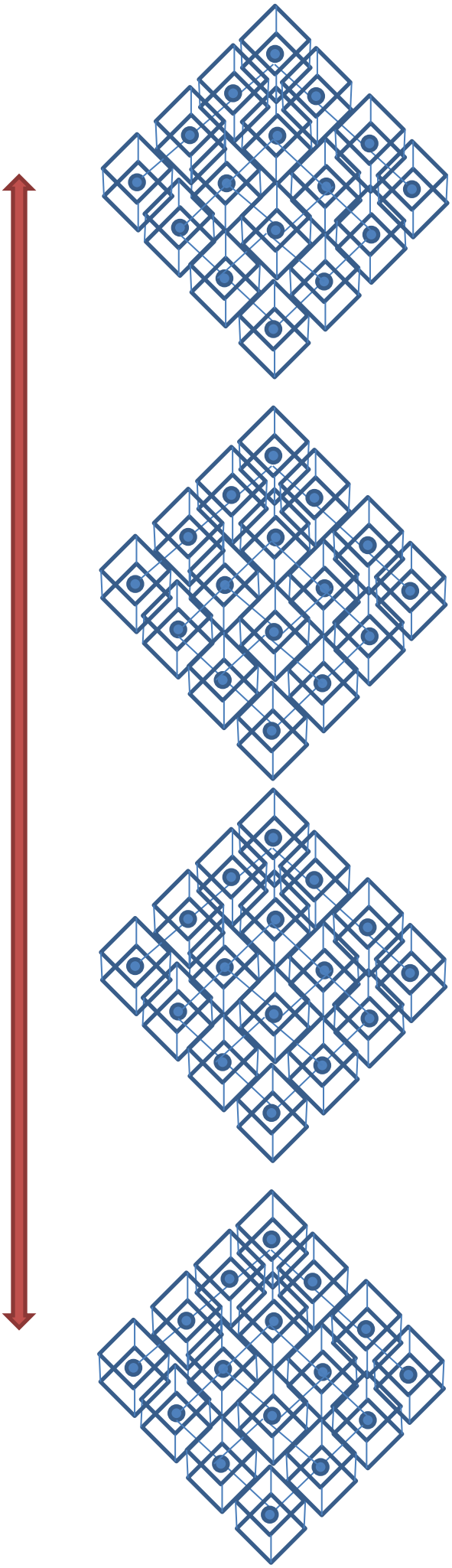
Interdependencies in the Logical Quantum Matrix A

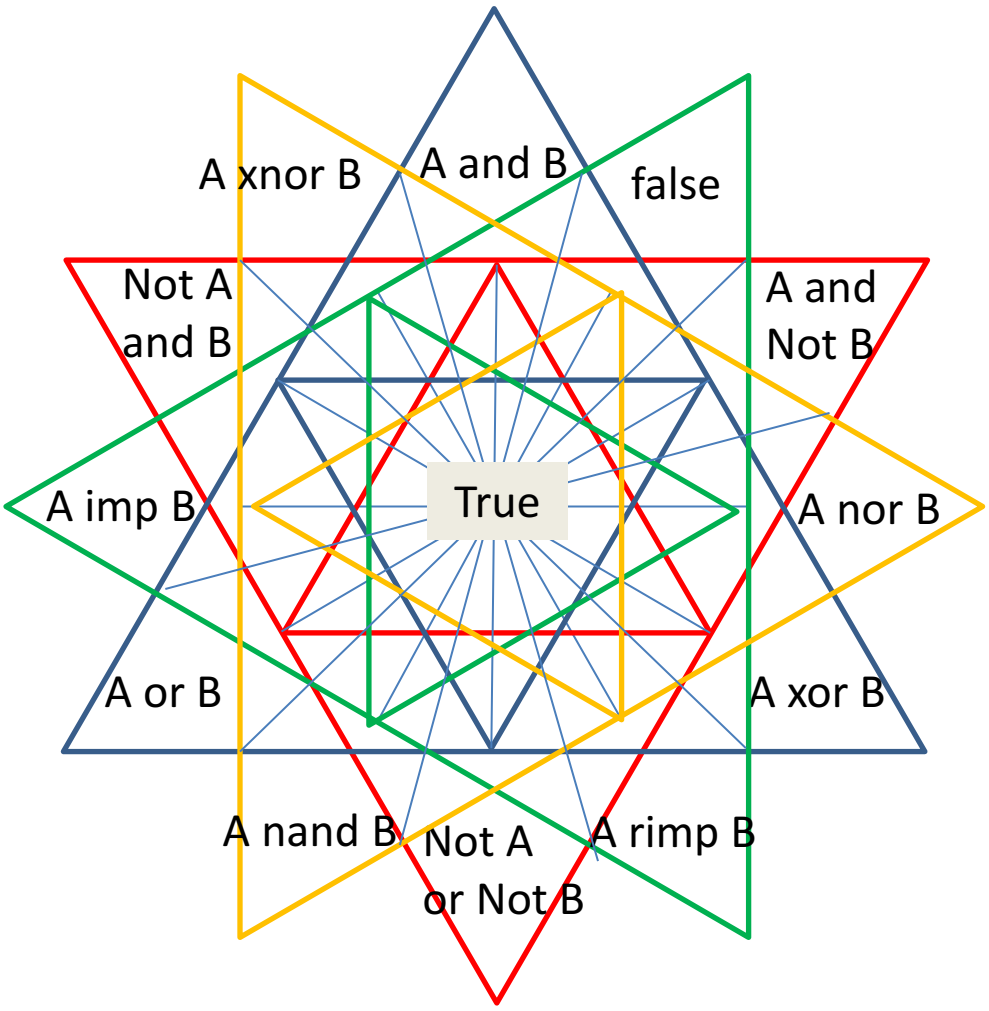
Calculated quantum logic matrix of 16 logical states of interdependencies between A and B

Interdependencies between logical quantum matrices A and B

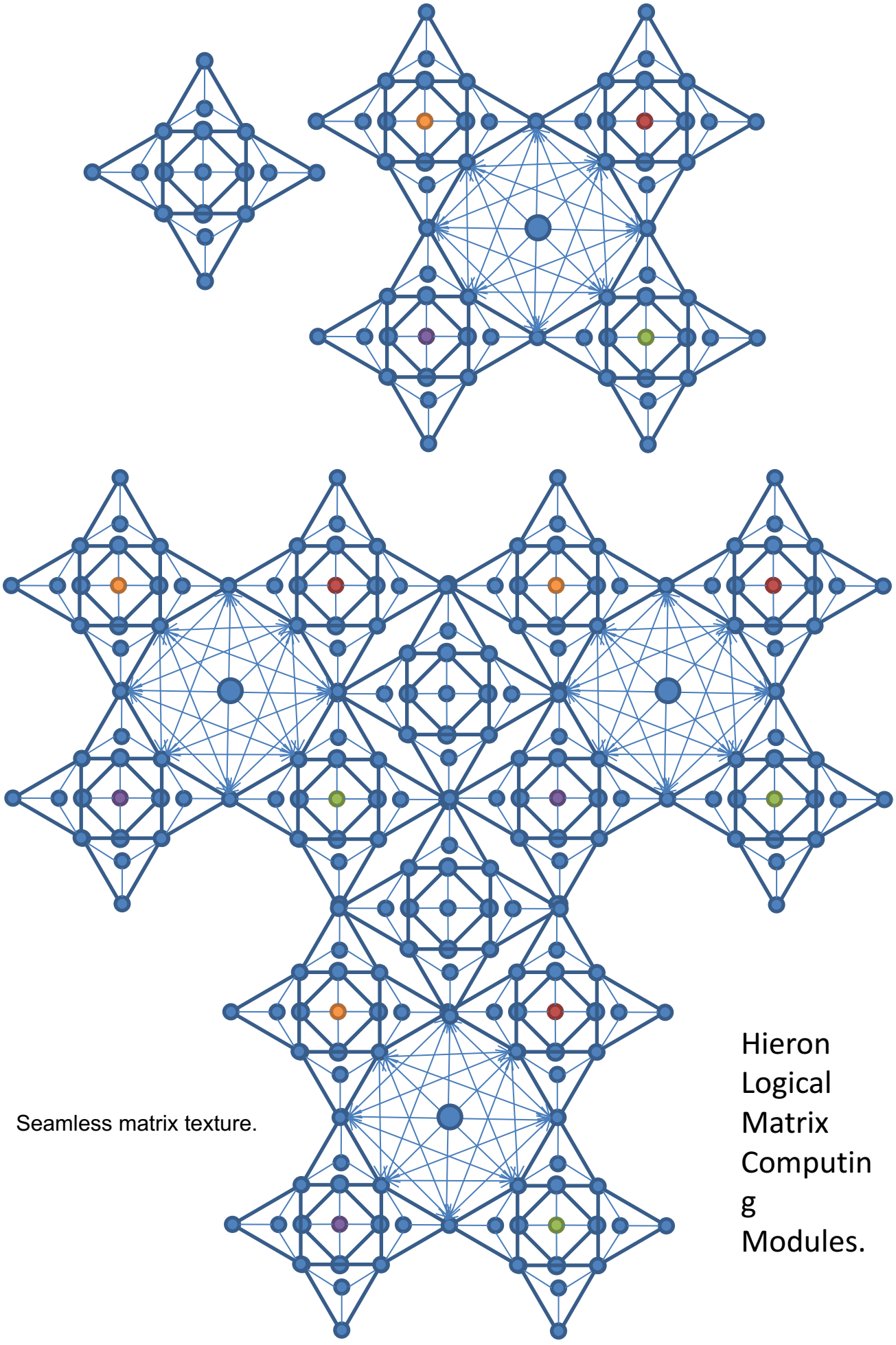
Interdependencies in the Logical Quantum Matrix B

Fedorchenko Mikhail Valerevich


Statement matrix
Argument matrix
Proof matrix
Conclusion matrix

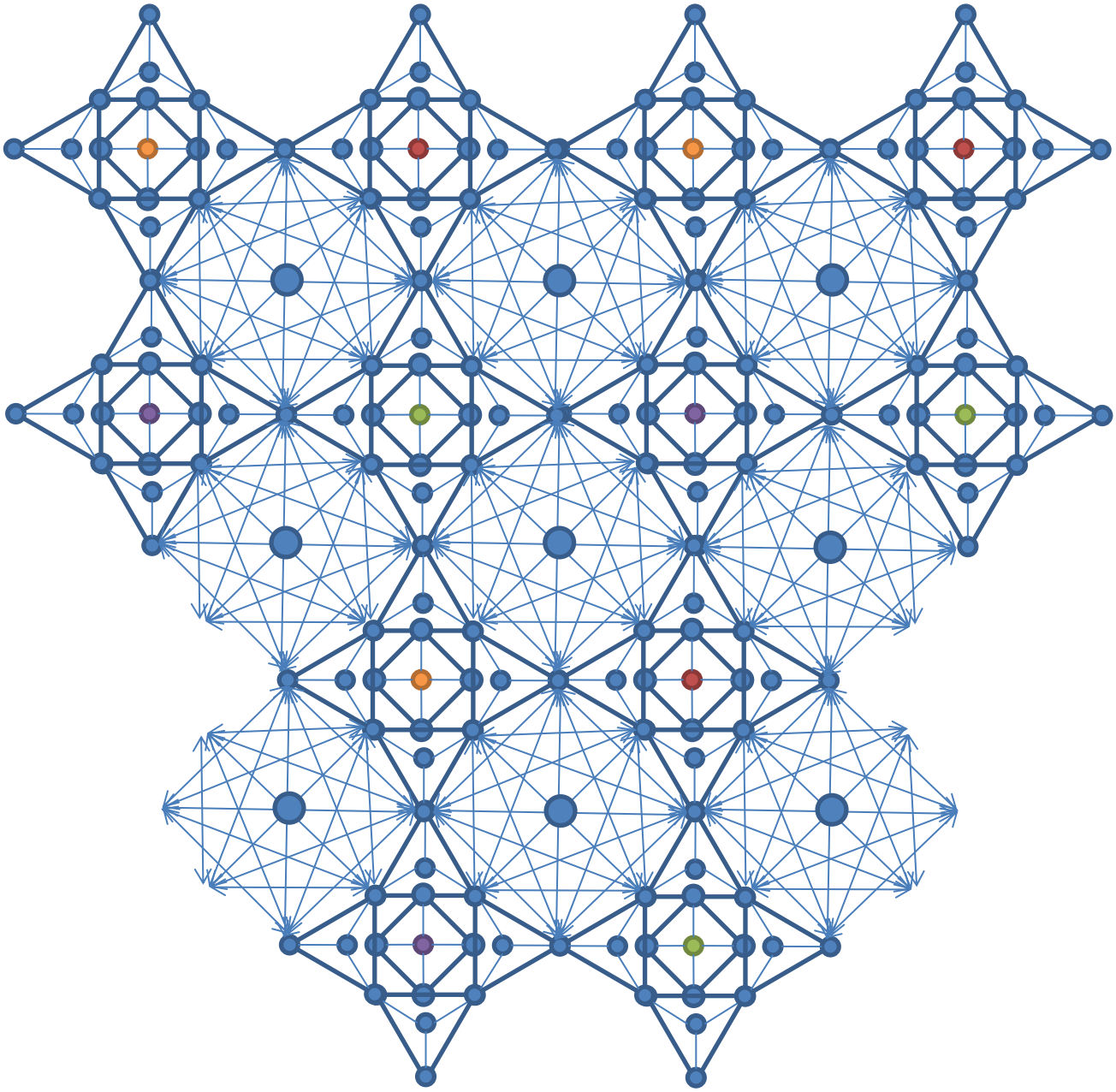


Fedorchenko Mikhail Valerevich



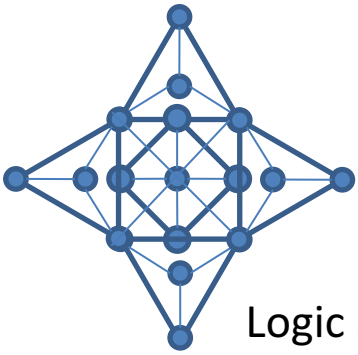
Seamless matrix texture.

Hieron Logical Matrix Computing Modules.

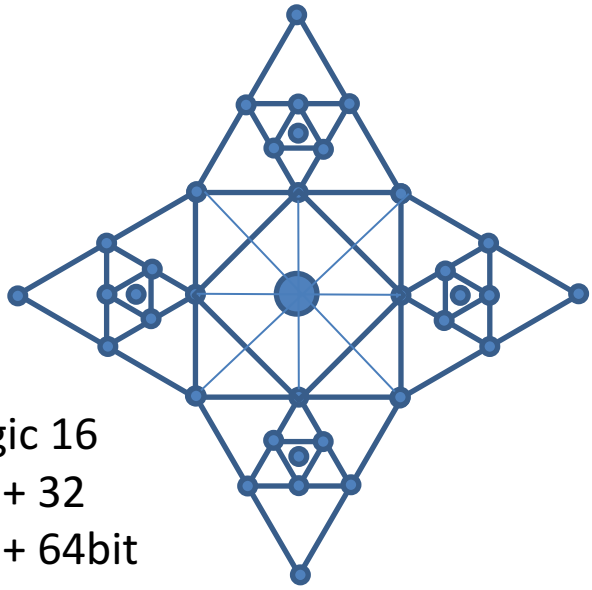


Hieron Logical Matrix
Computing Modules.

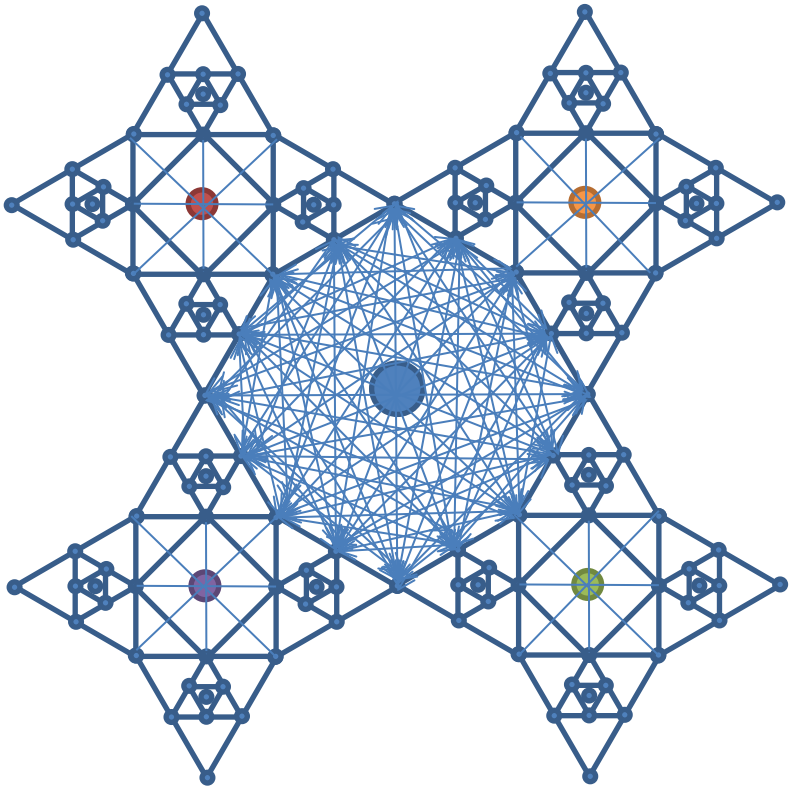
Seamless matrix texture.



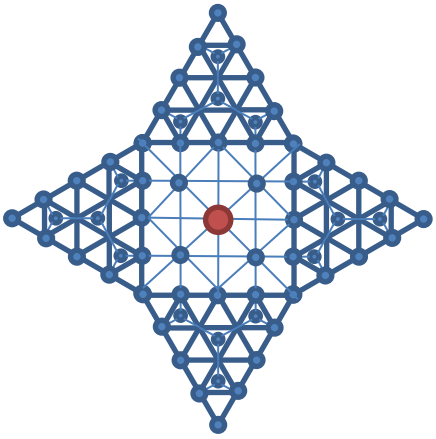
Logic 8 bit

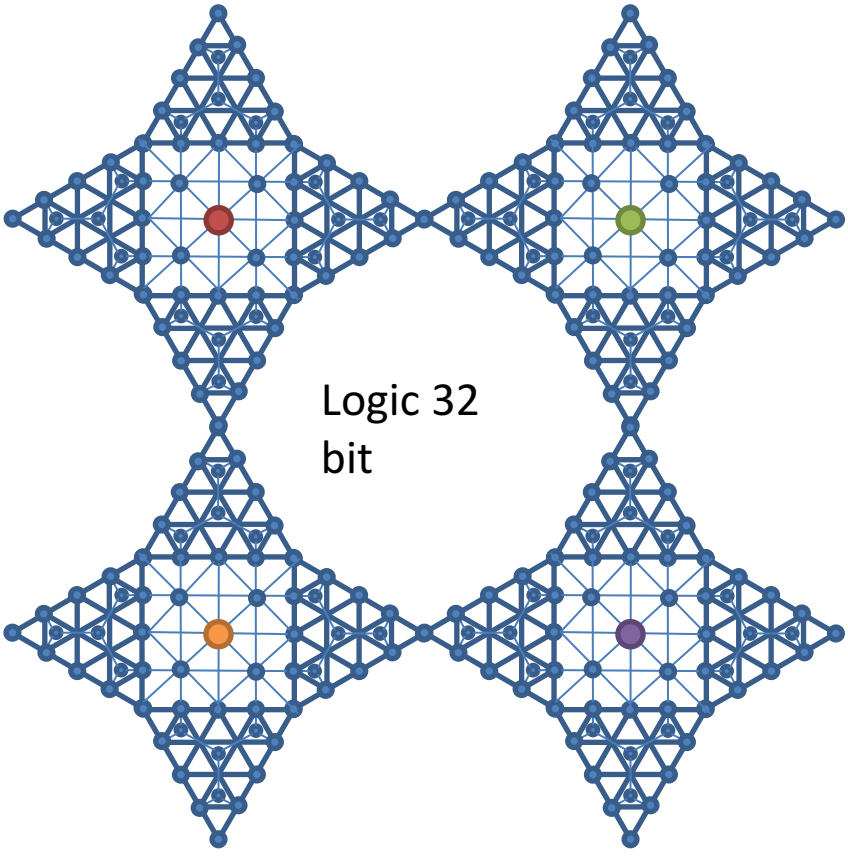


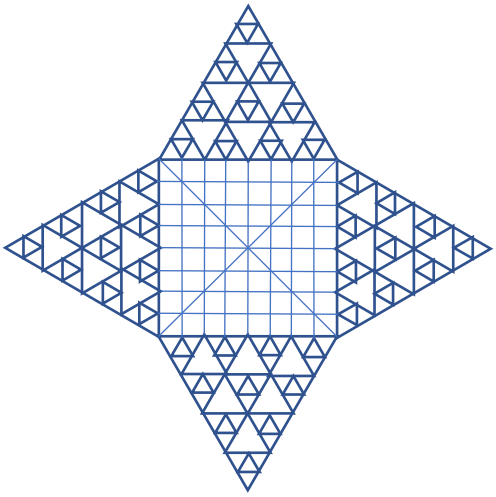
Logic 16
bit + 32
bit + 64bit

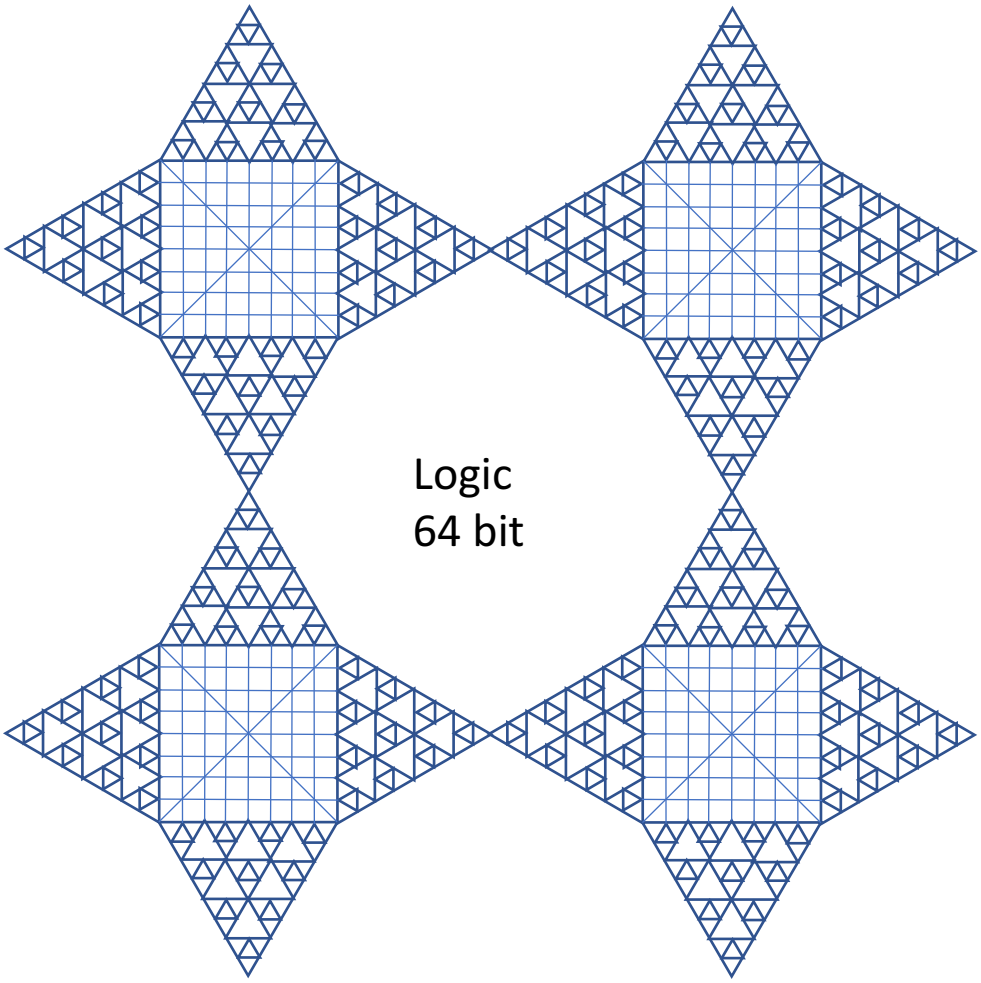


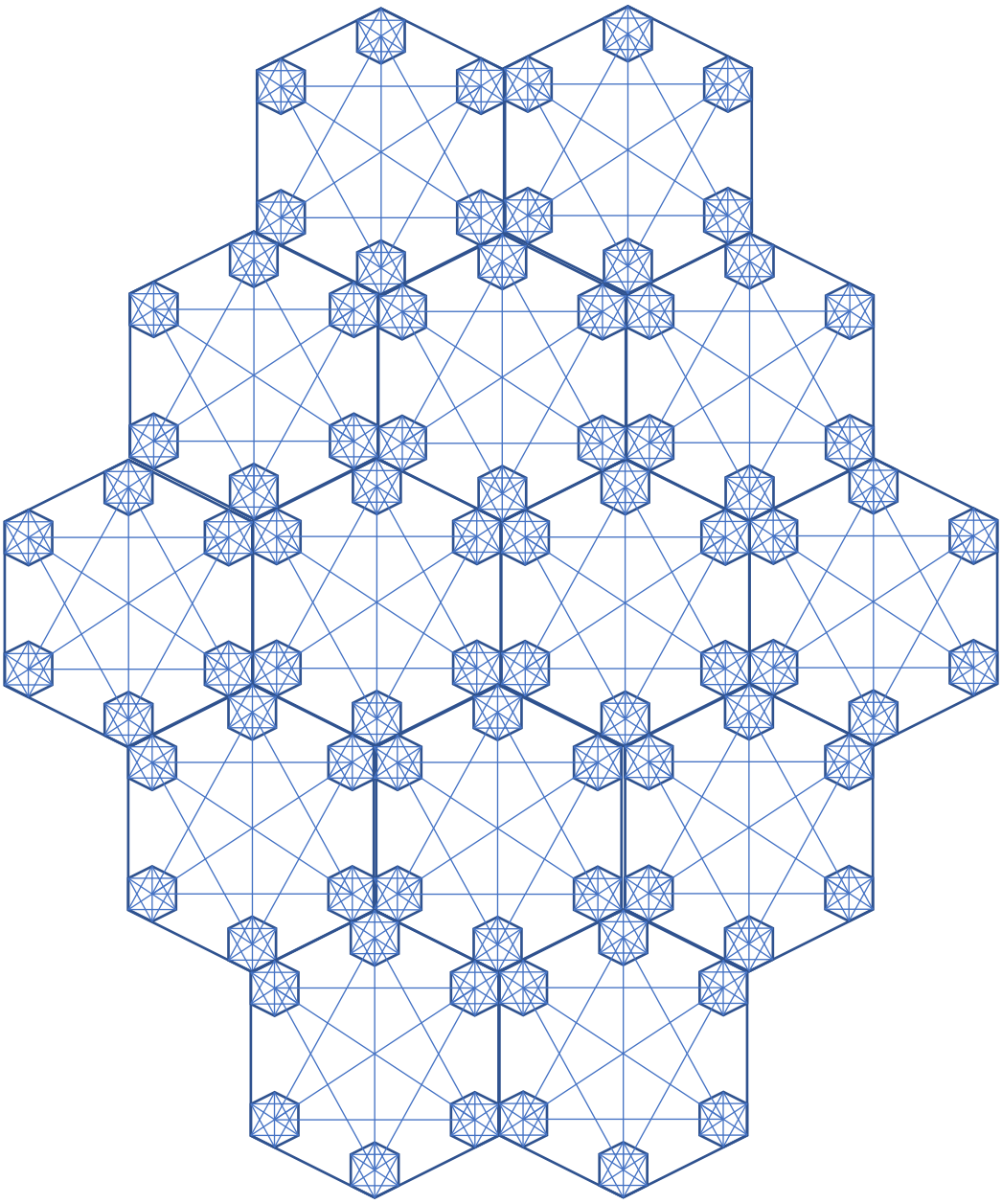
Seamless matrix texture.

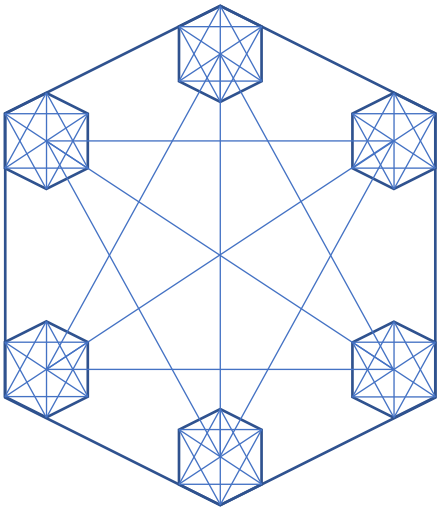


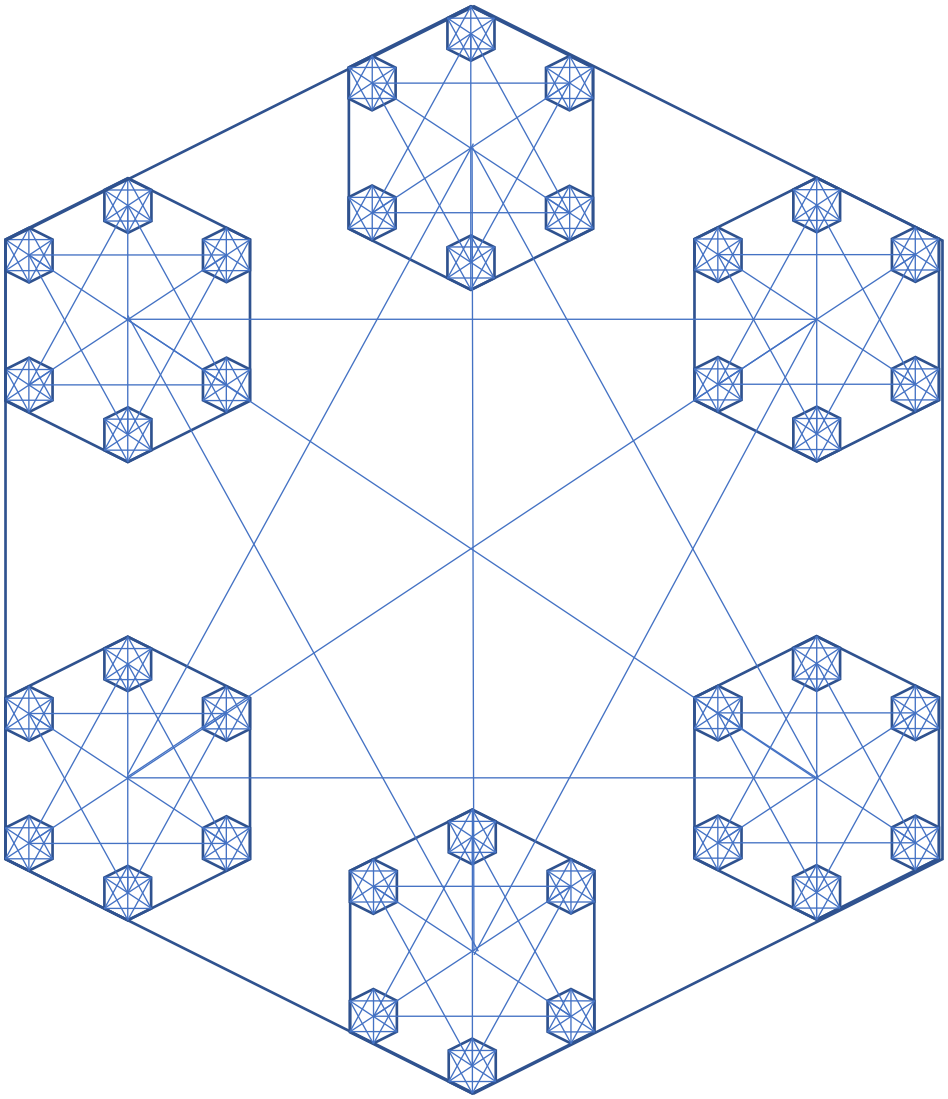

Logic 32
bit

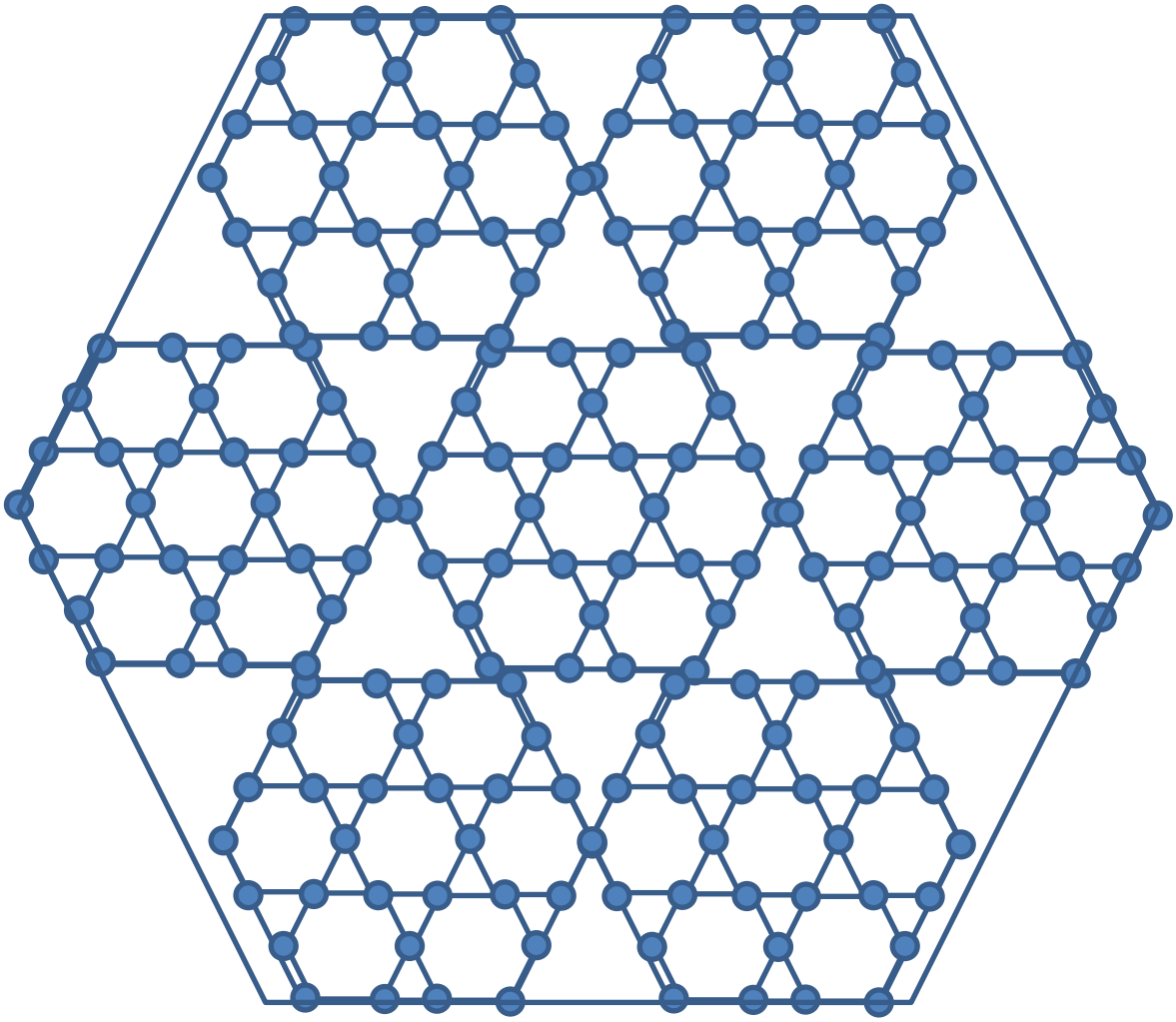


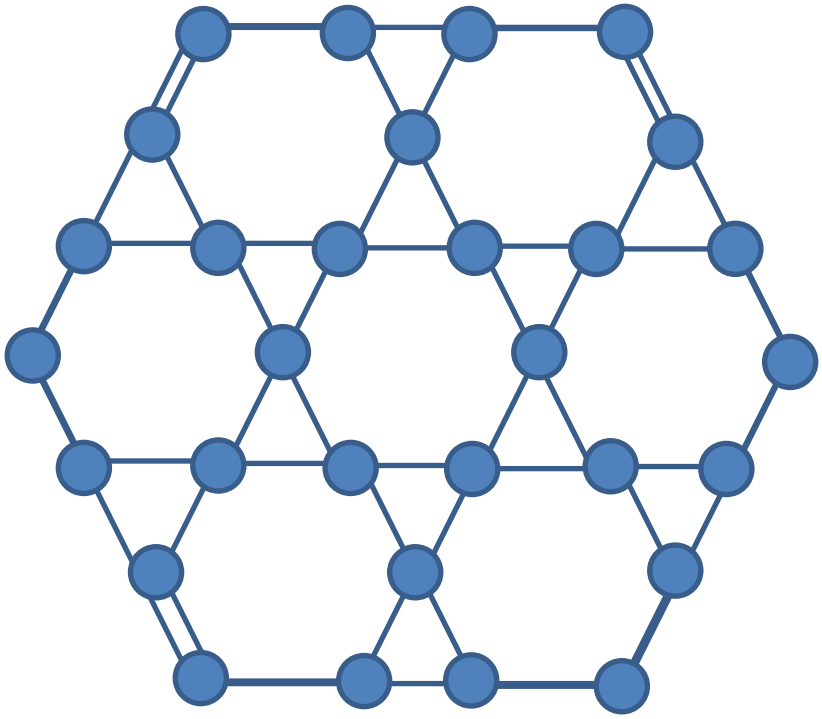

Logic
64 bit

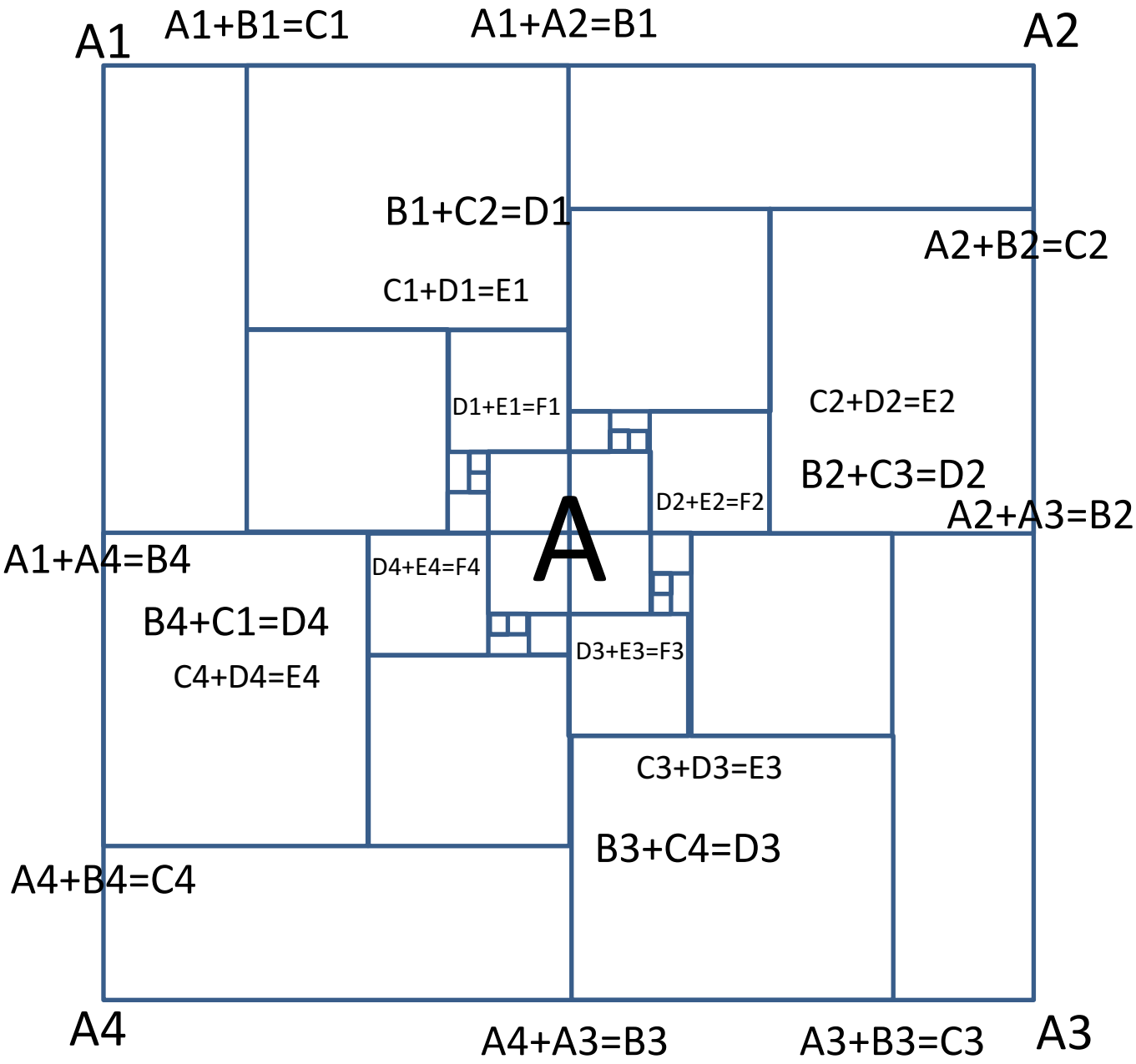








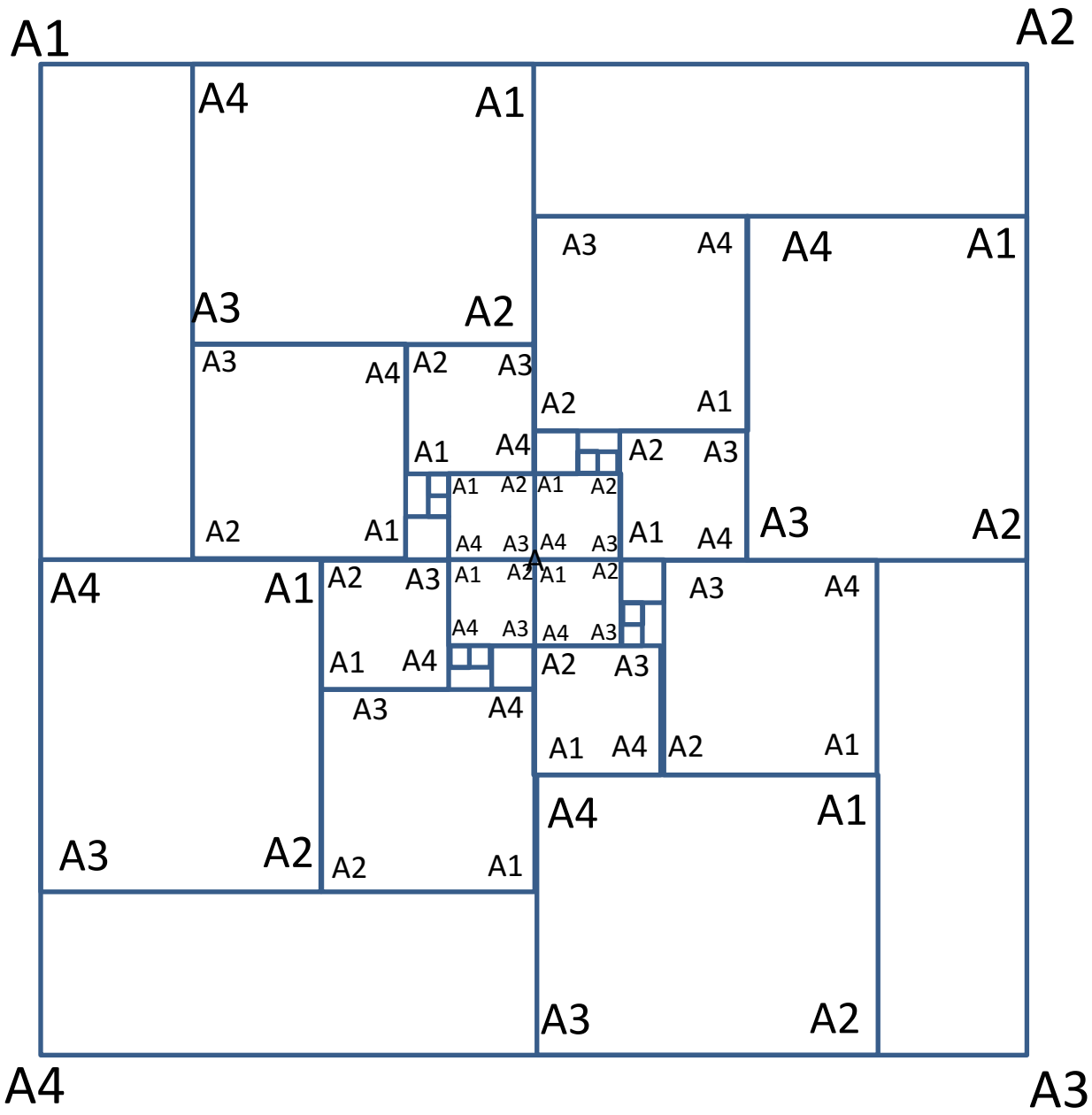




F1 + F2 + F3 + F4 = G -> A

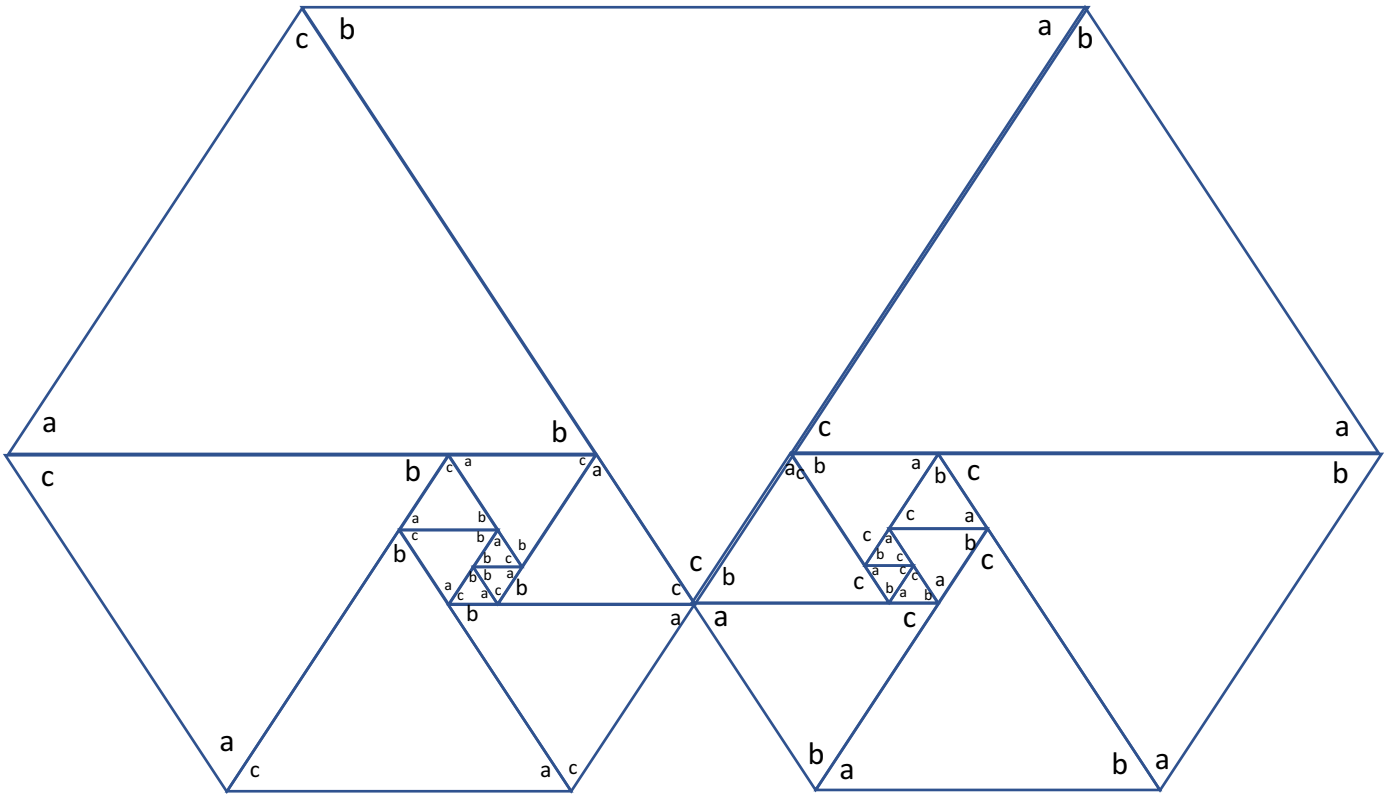
Natural Logical Opposite Square

The calculation according to the diagram is carried out on two lines intersecting at the point of contact with the perpendicular line, with 4 reference angles points of 4 positions. At the end of the union of four lines in the center A.



Natural Logical Opposite Square

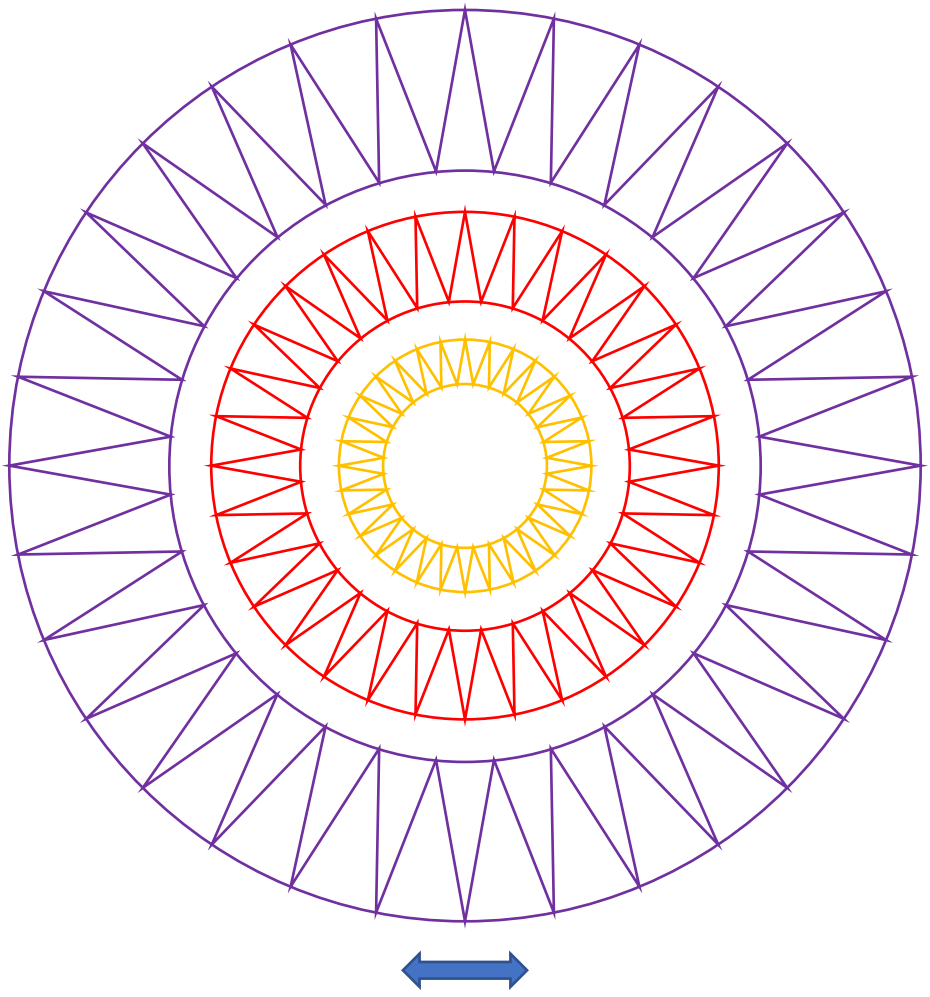
The calculation according to the diagram is carried out on two lines intersecting at the point of contact with the perpendicular line, with 4 reference angles points of 4 positions. At the end of the union of four lines in the center A.



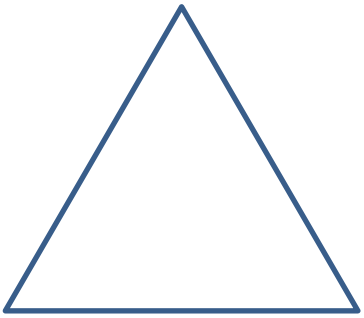
You must do things as you
should so that everything
is as you are told to do.

The truth of the Mayan and
Aztec people 64 bit

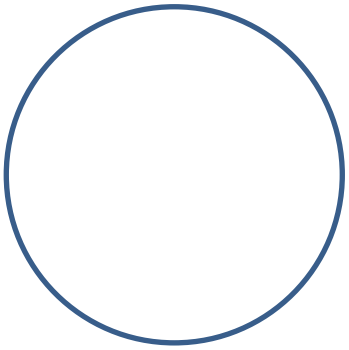
True

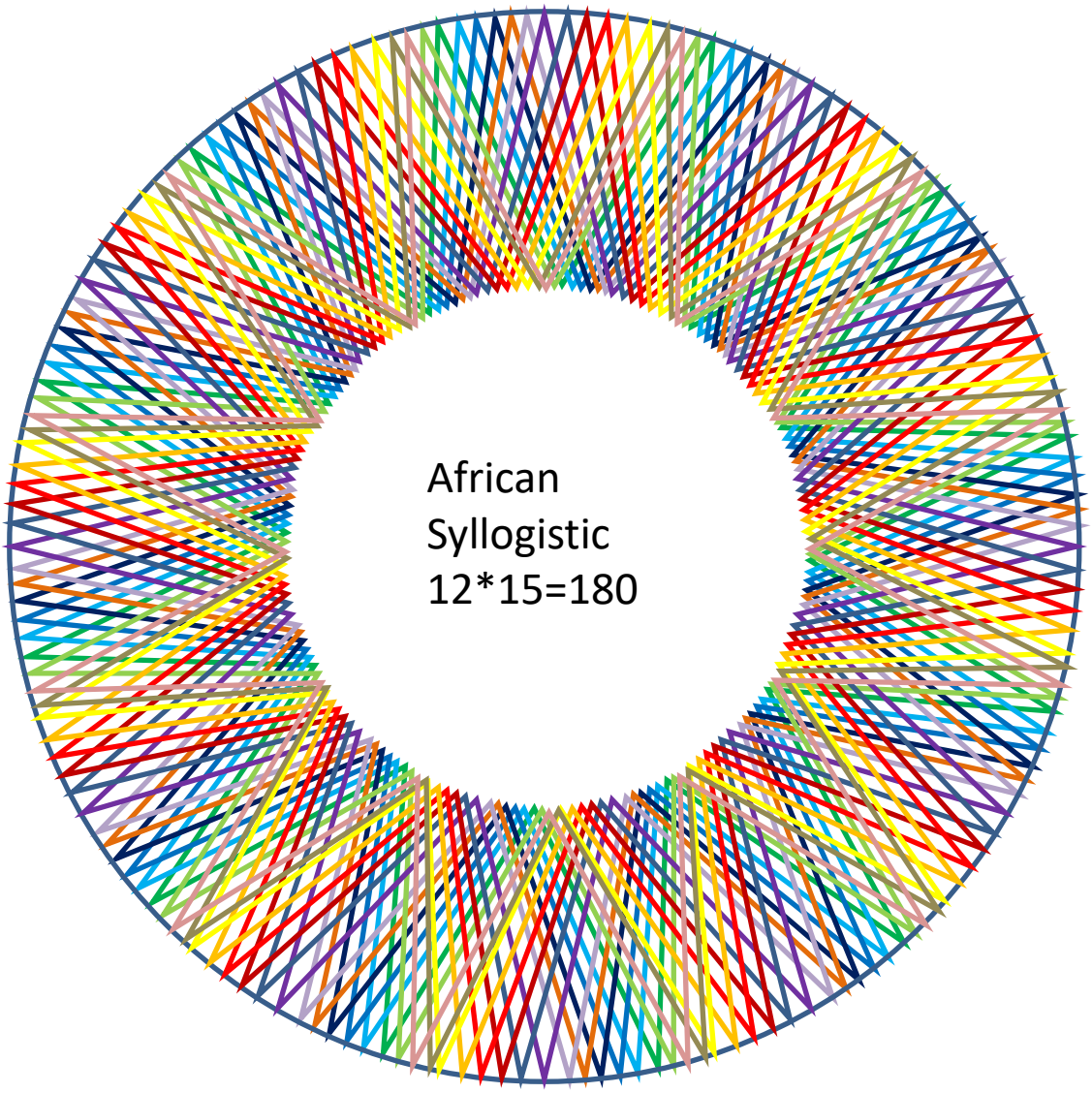


Primary Element



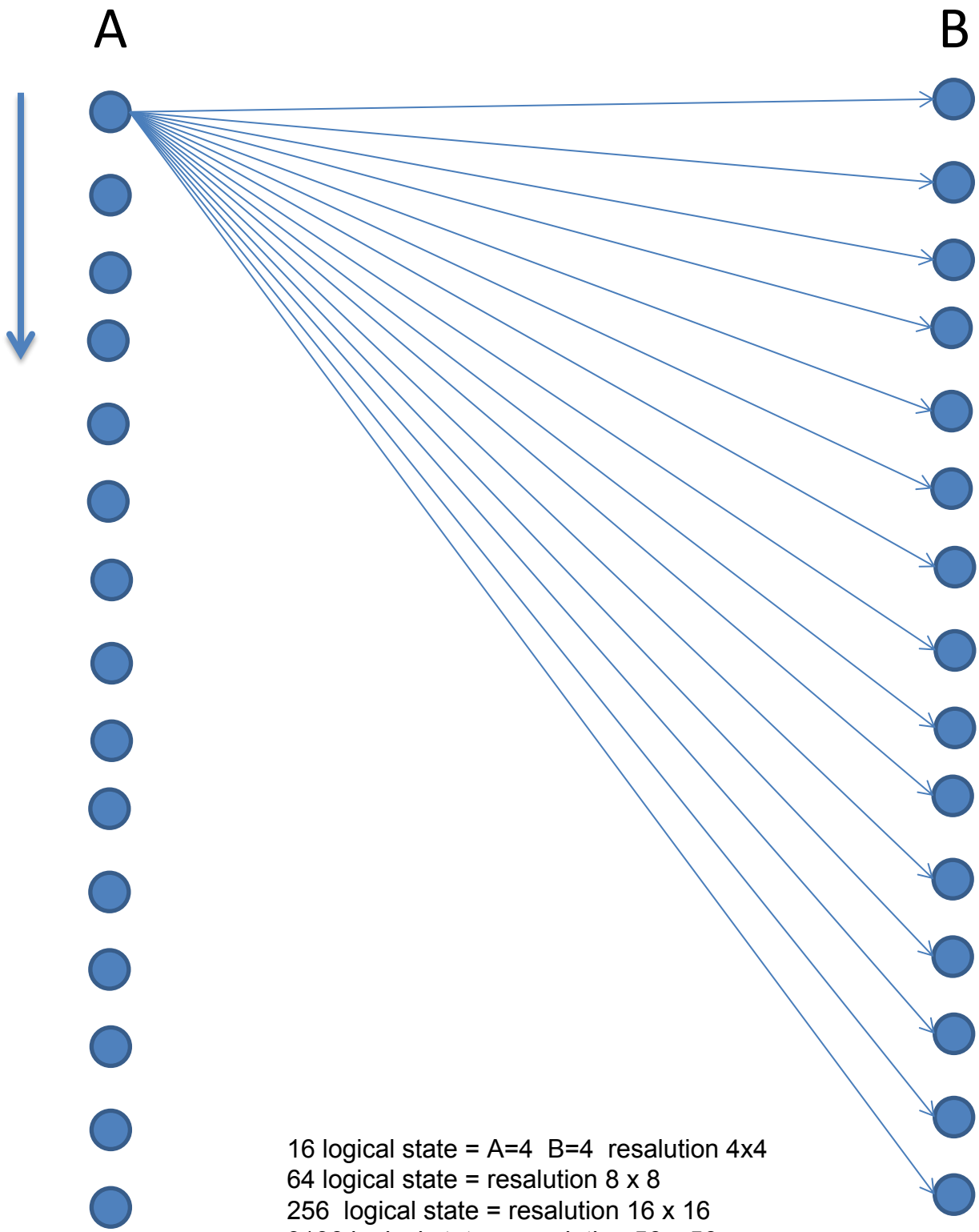
Perfection - 179 Triangles





180*178 = 32 040

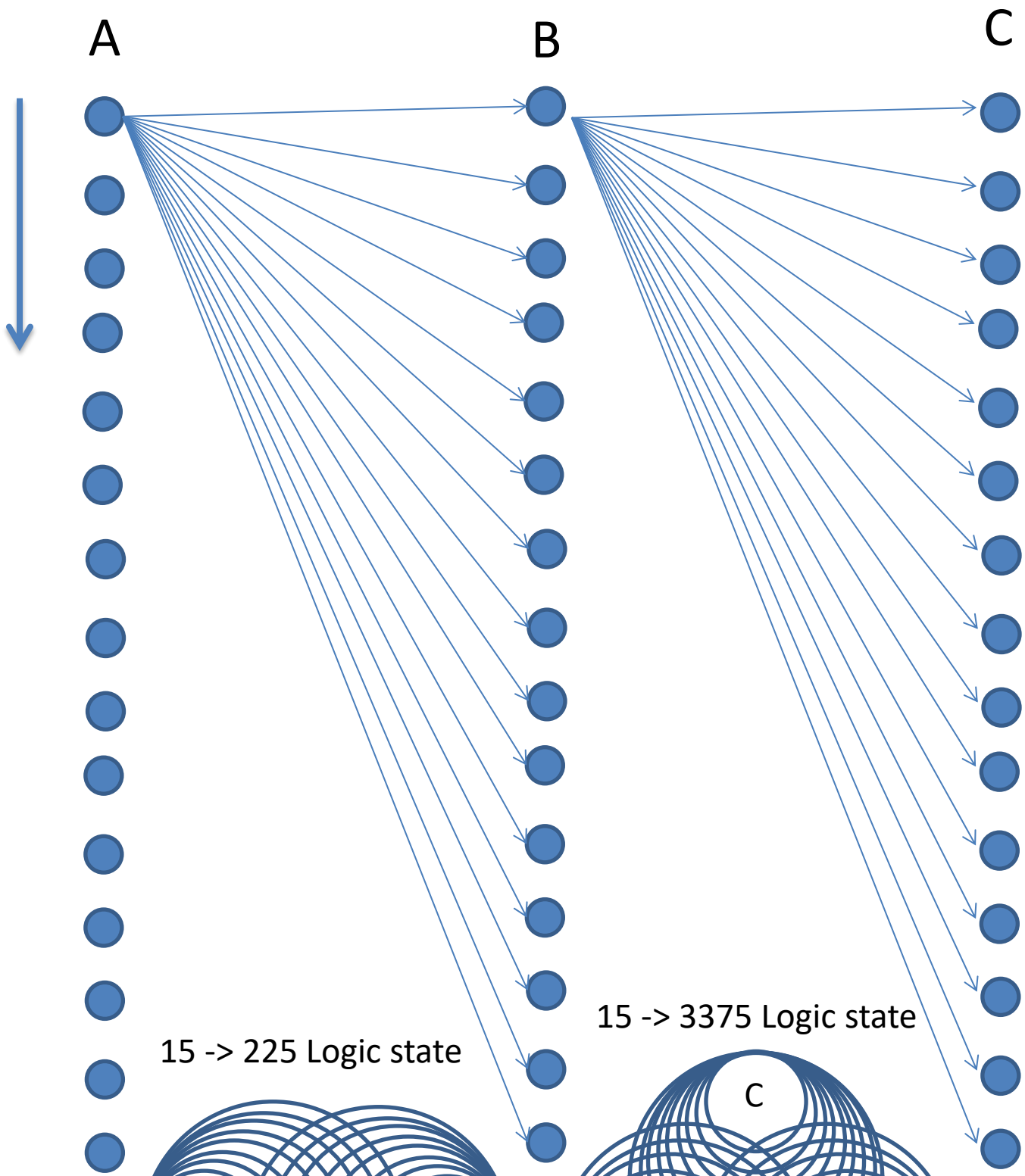
Logical Calculation Table of the 17th-18th centuries.



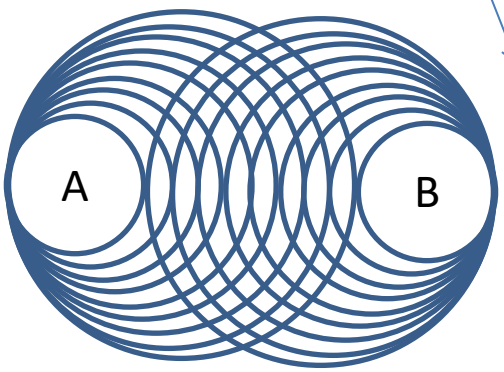
16 logical state = A=4 B=4 resalution 4x4
64 logical state = resalution 8 x 8
256 logical state = resalution 16 x 16
3136 logical state = resalution 56 x 56
12 544 logical state = resalution 112 x 112
50 176 logical state = resalution 224 x 224

15 -> 225 Logic state 56 -> 3136 Logic state

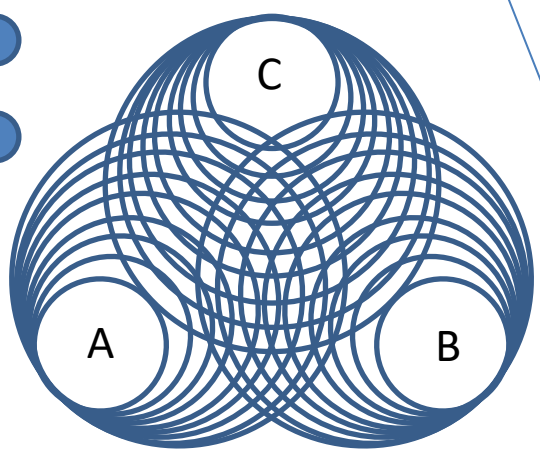
Logical Calculation Table of the 2025/09/17.



15 -> 225 Logic state



15 -> 3375 Logic state



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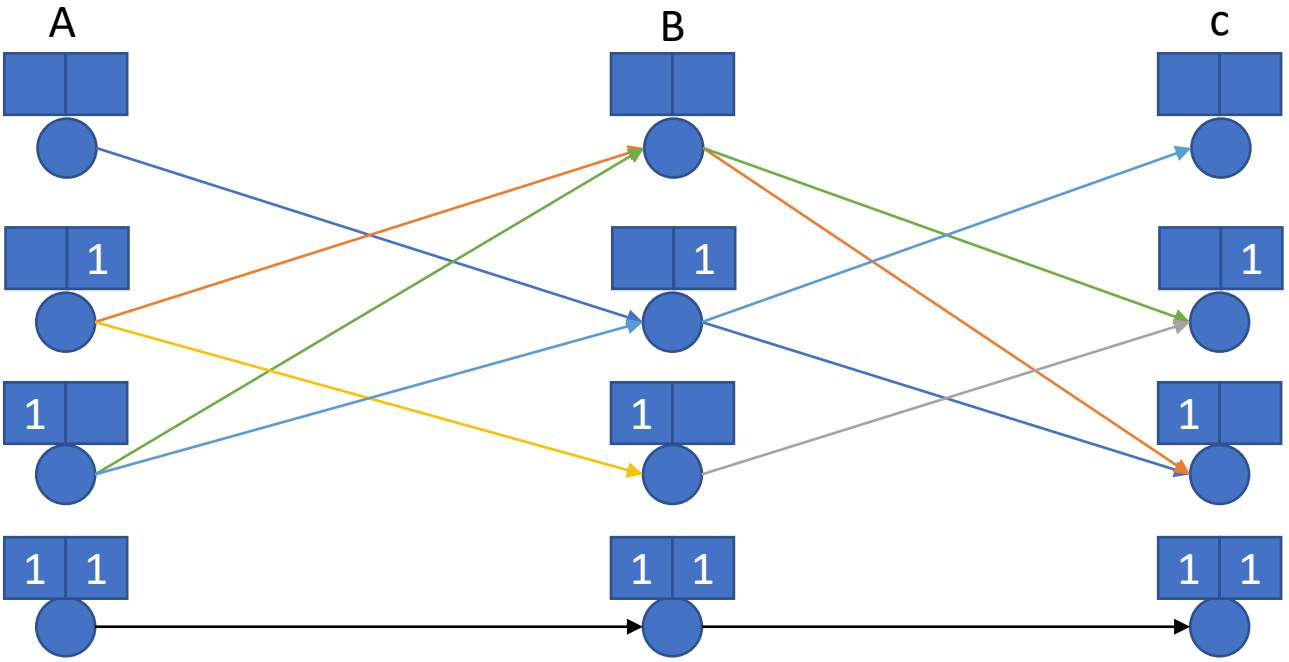
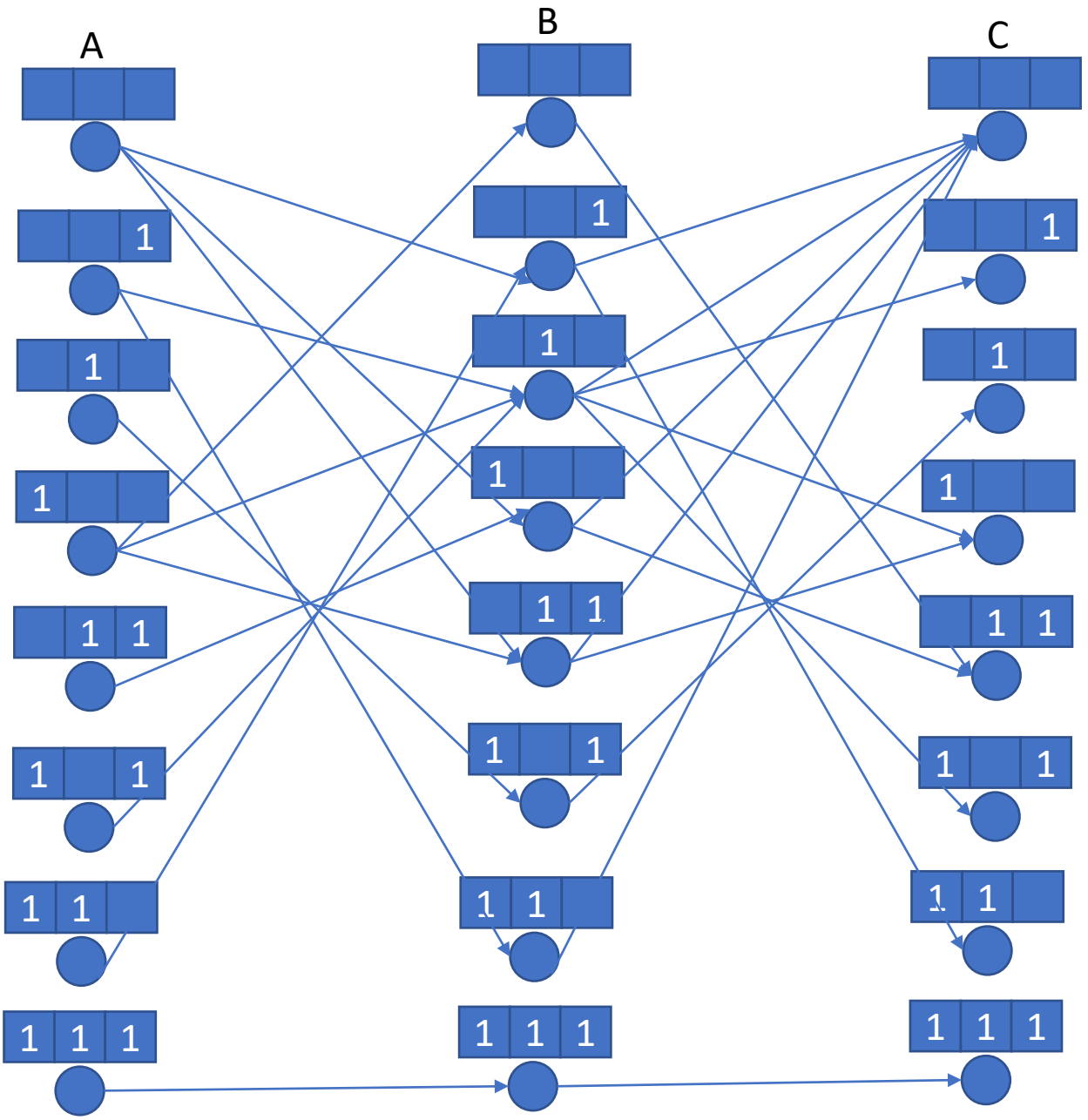
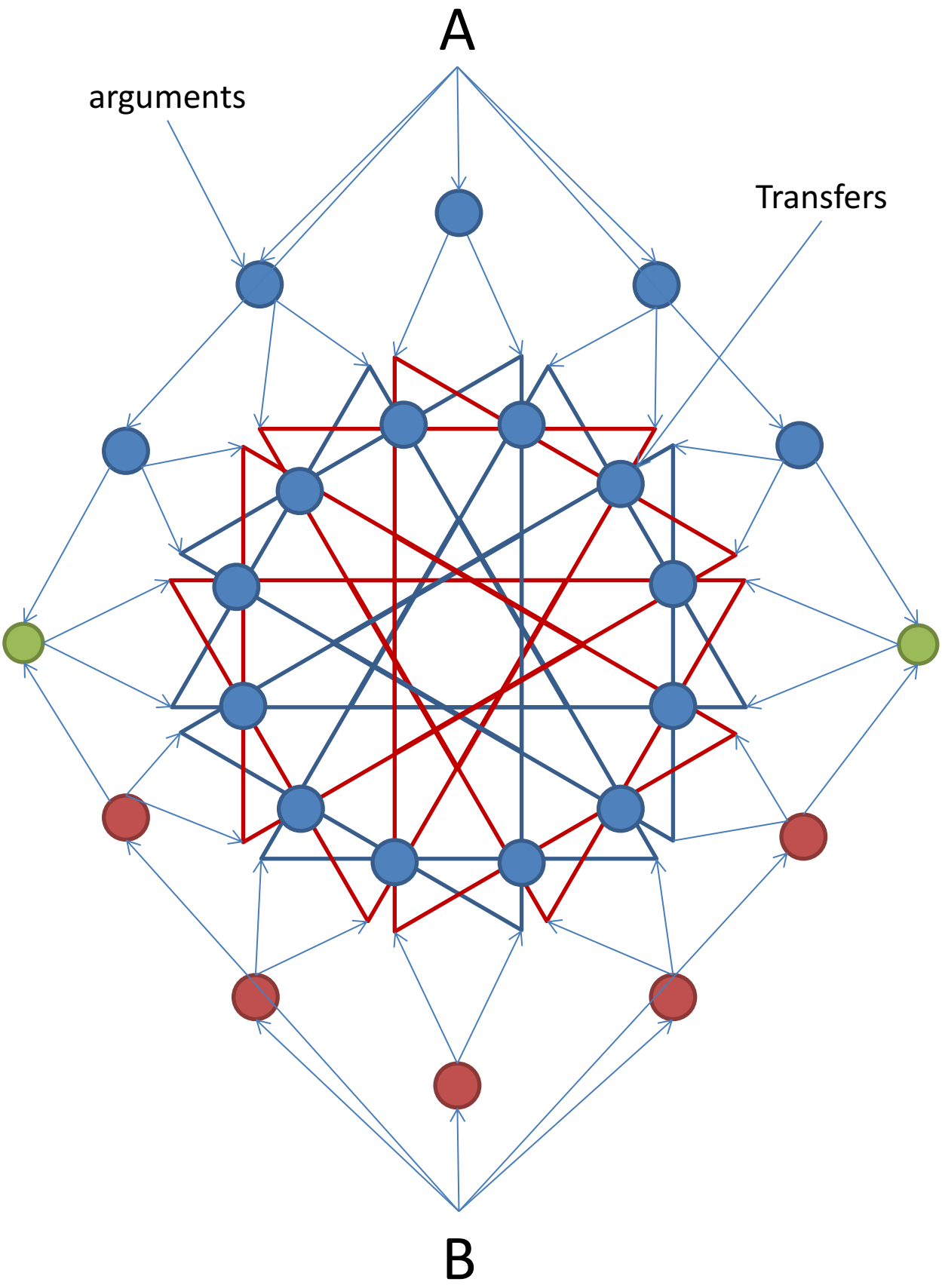
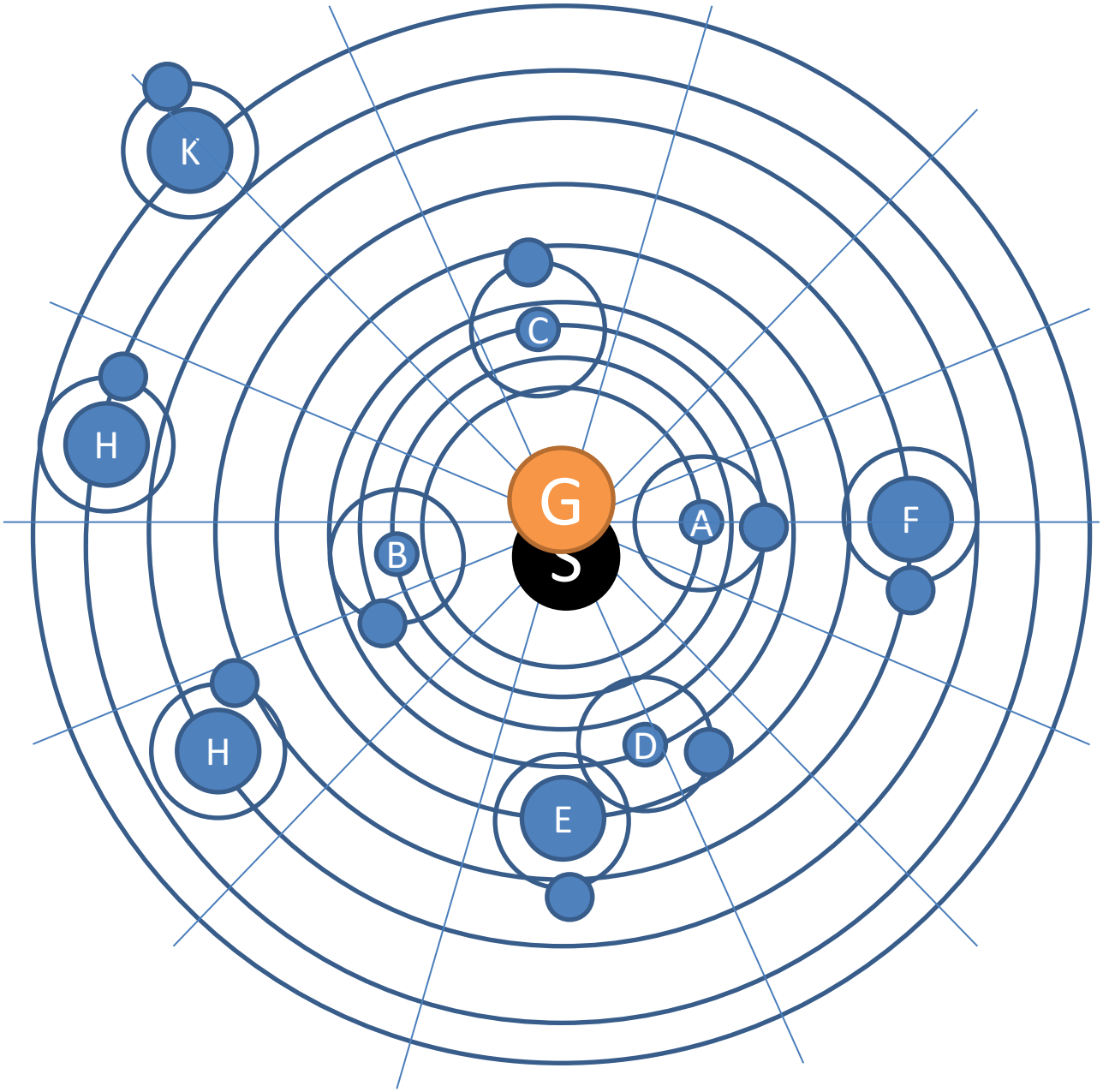





A
arguments
Transfers
B



Syllogism
+ Spiral

False

True

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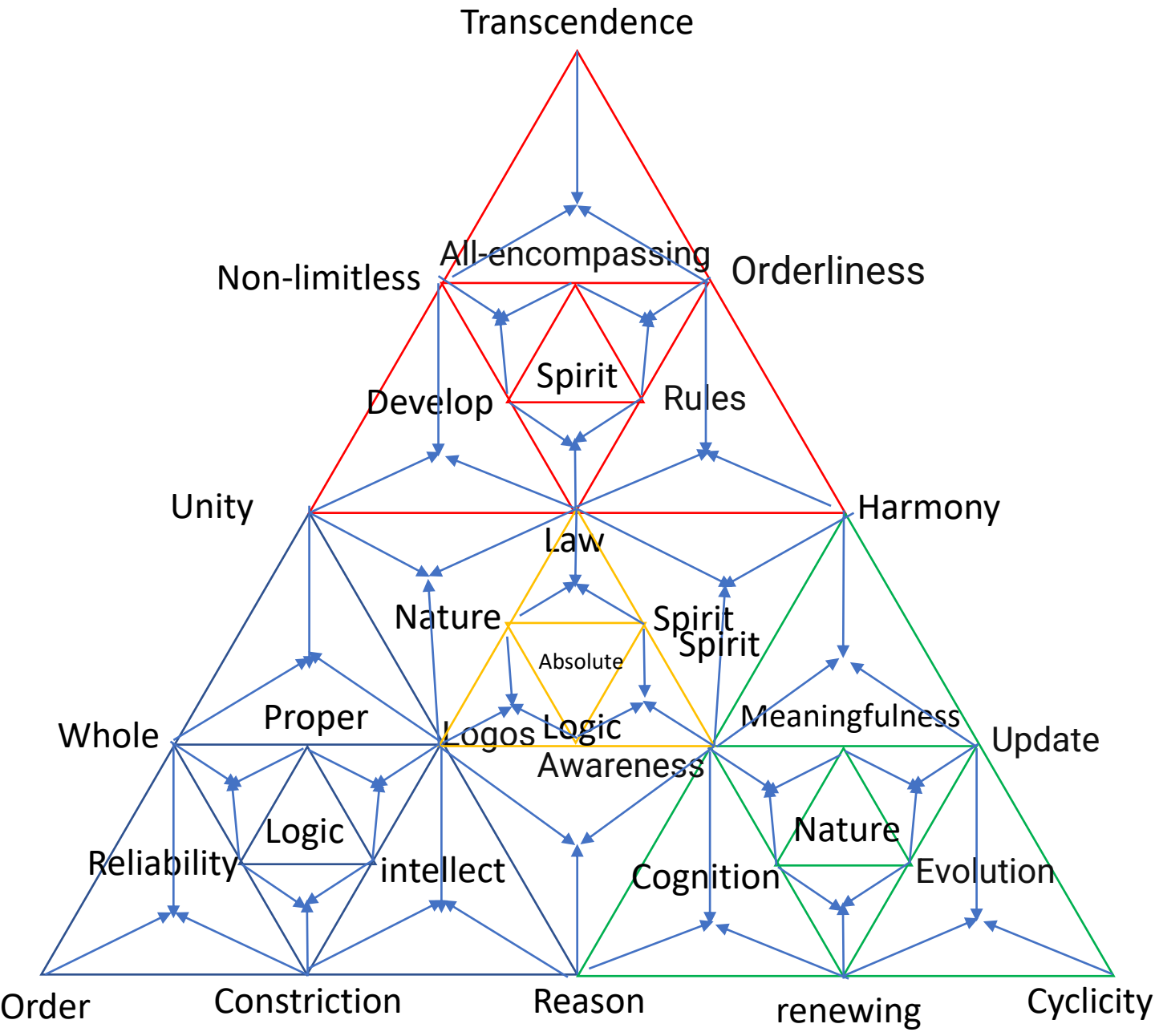
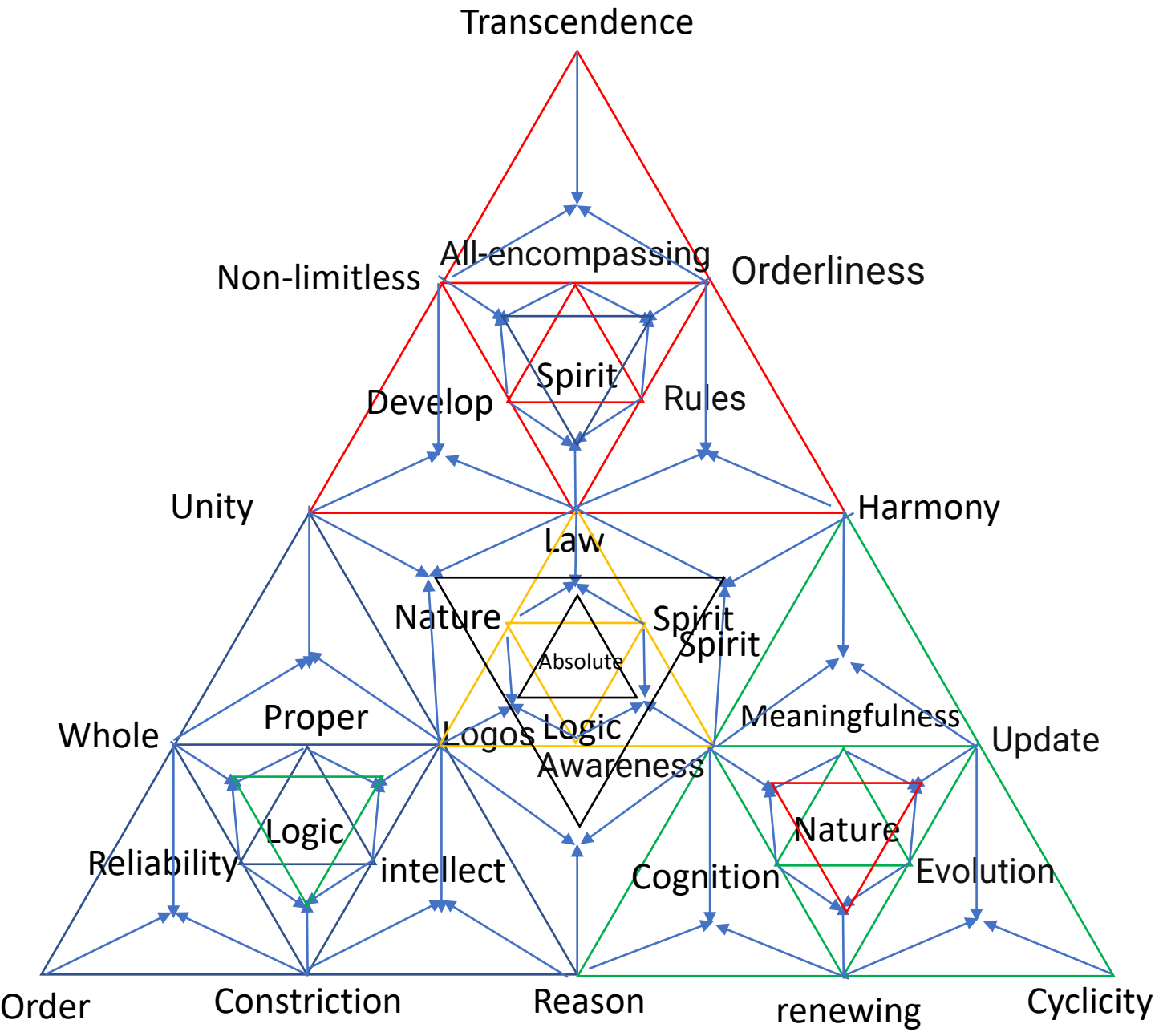
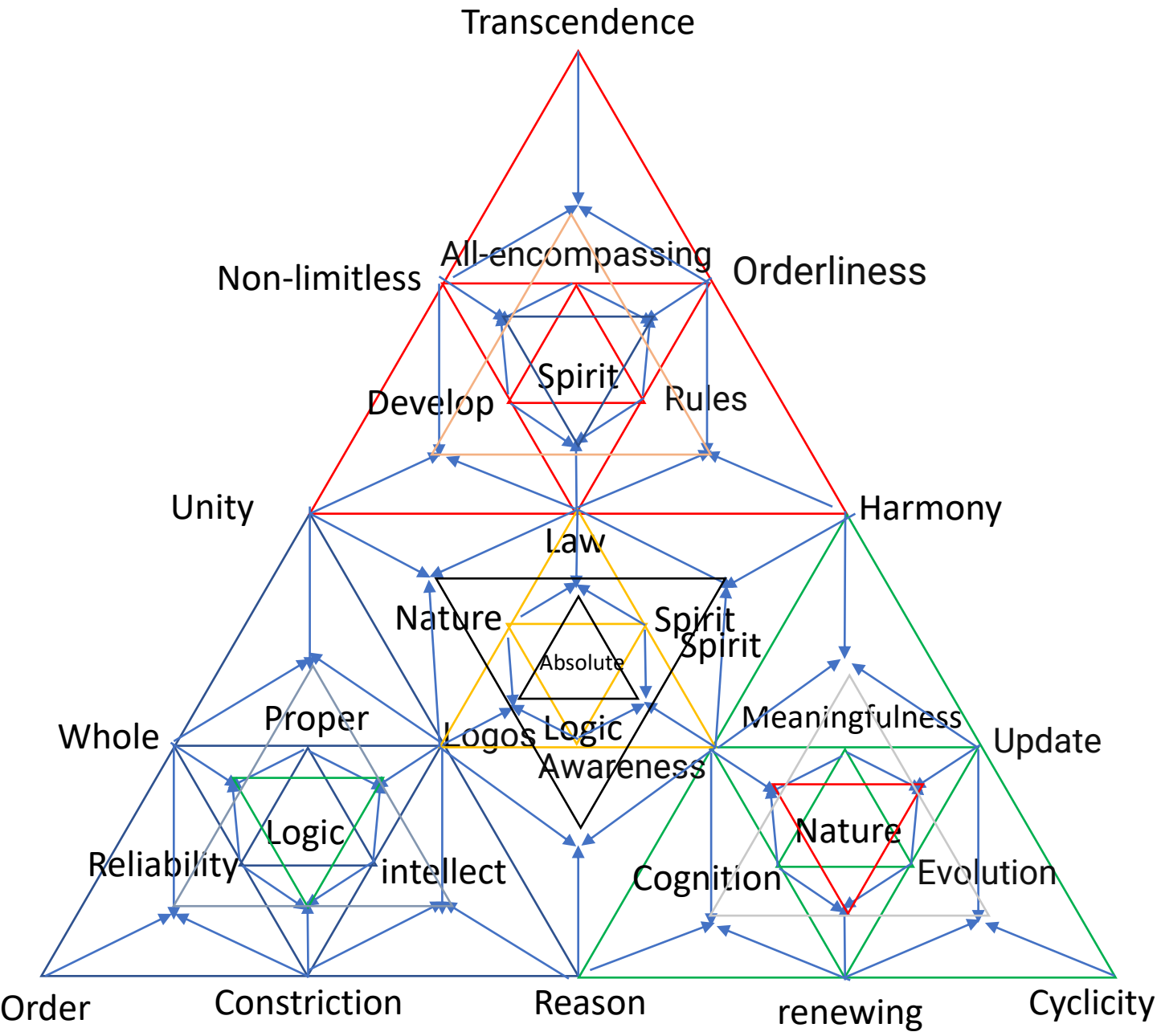


Hegel-Hieron

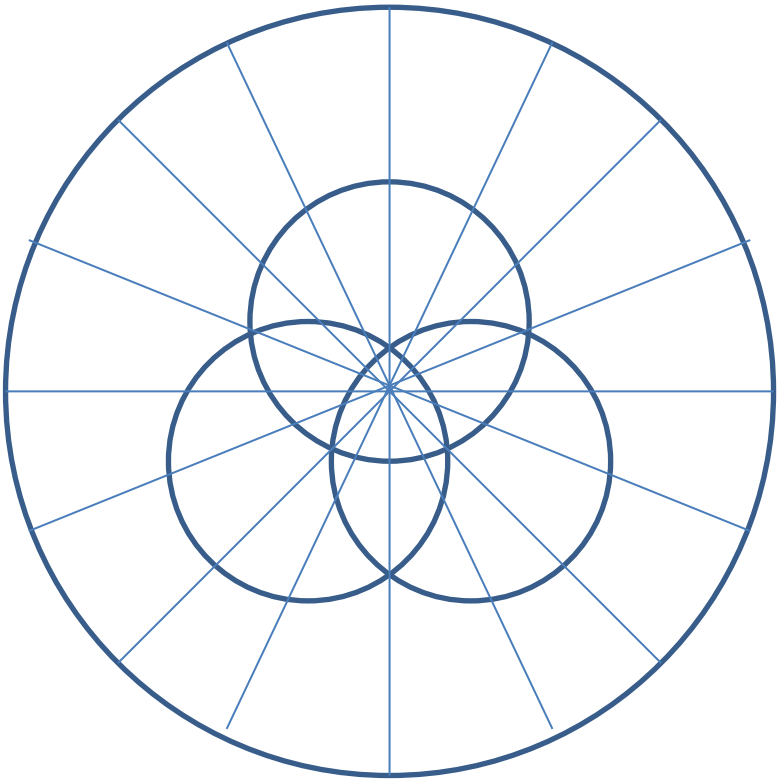


Hegel-Hieron

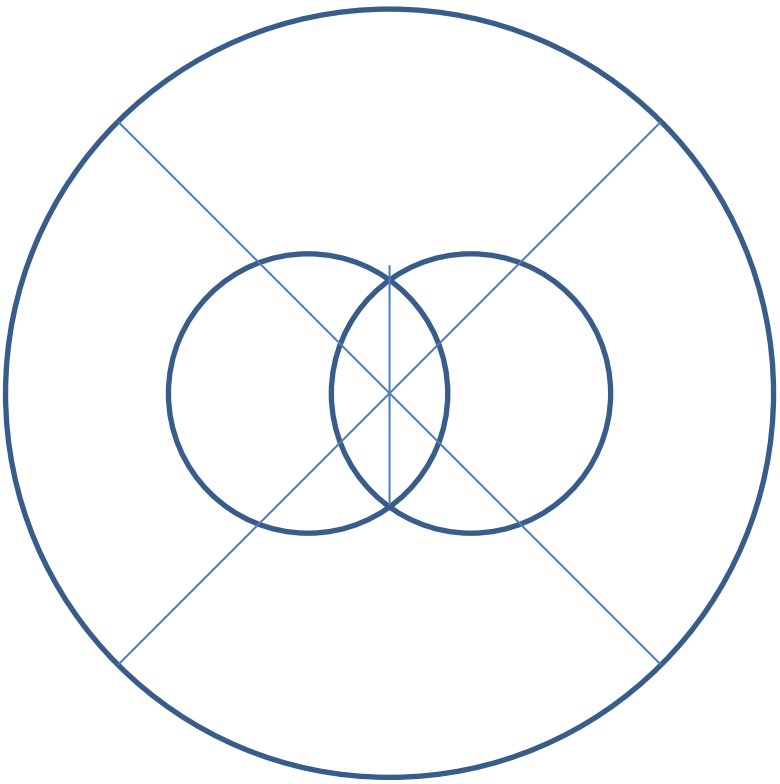


Hegel-Hieron

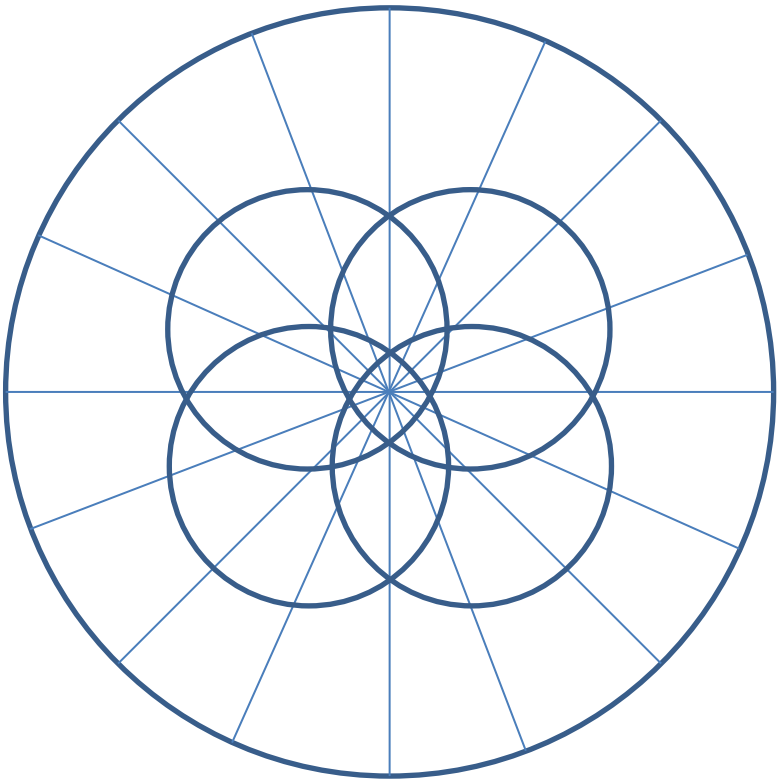
A=4 x B=4 x C=4 = 64



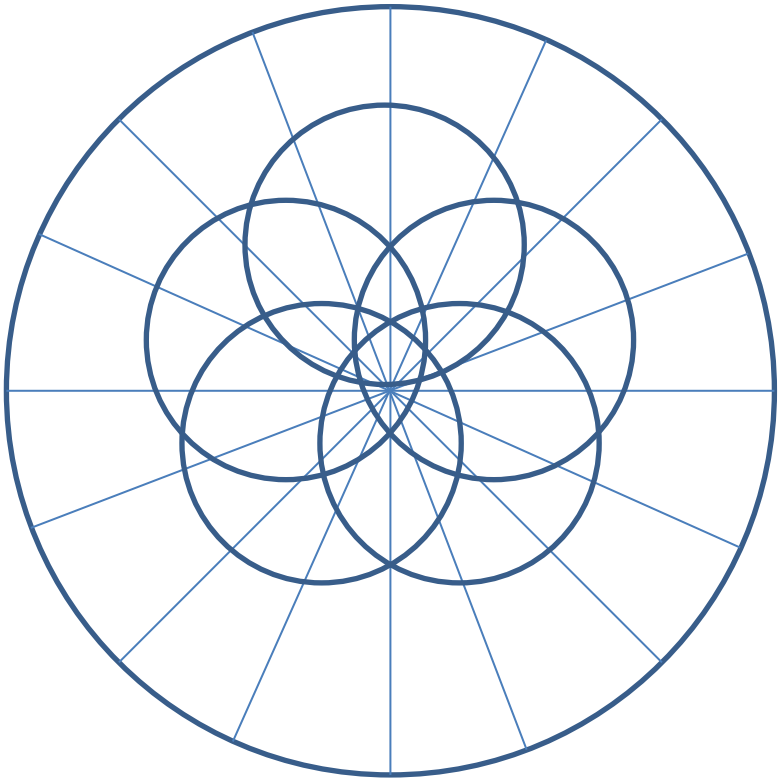
A=4 x B=4 = 16



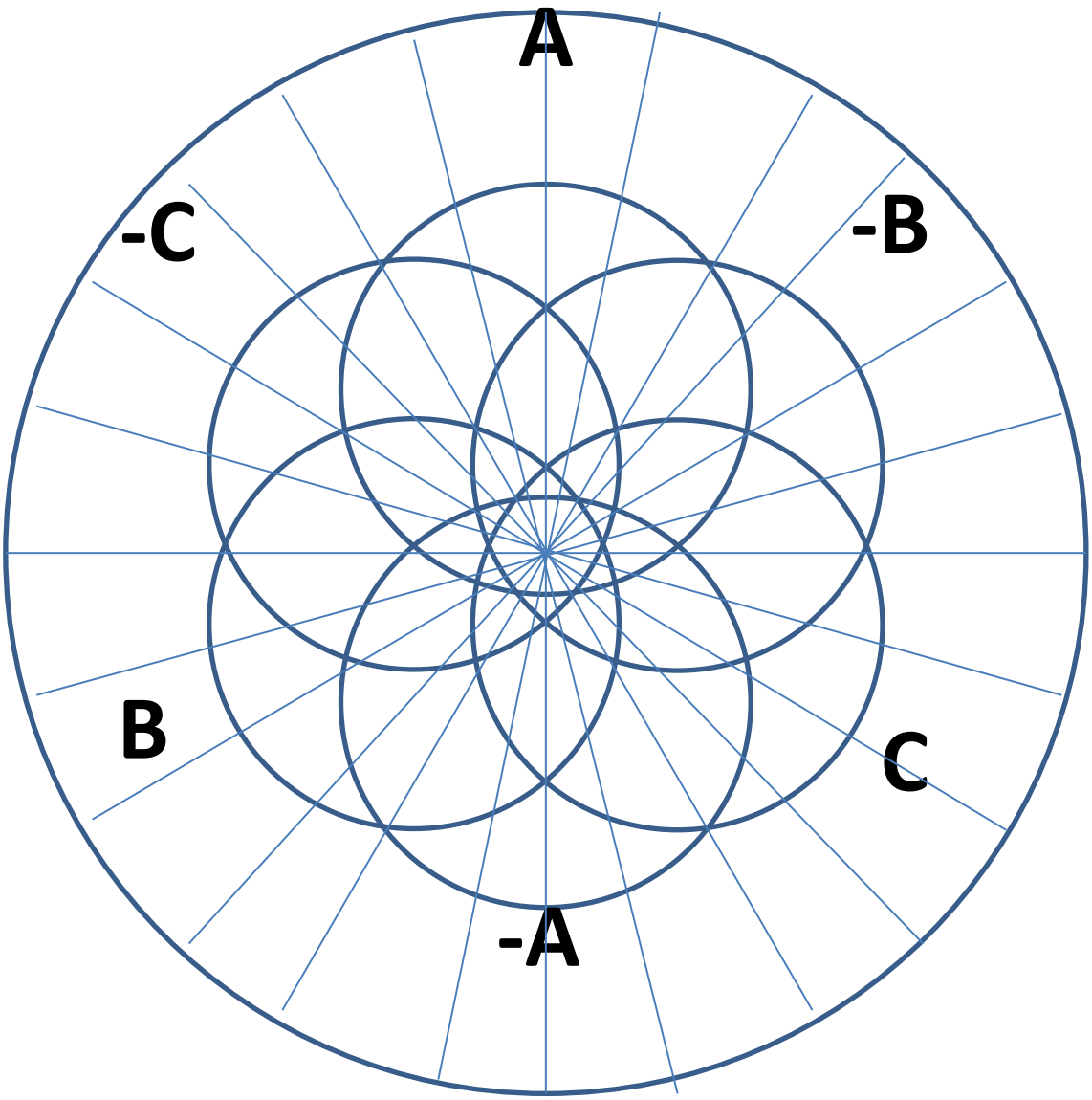
A=4 x B=4 x C=4 x D=4 = 256



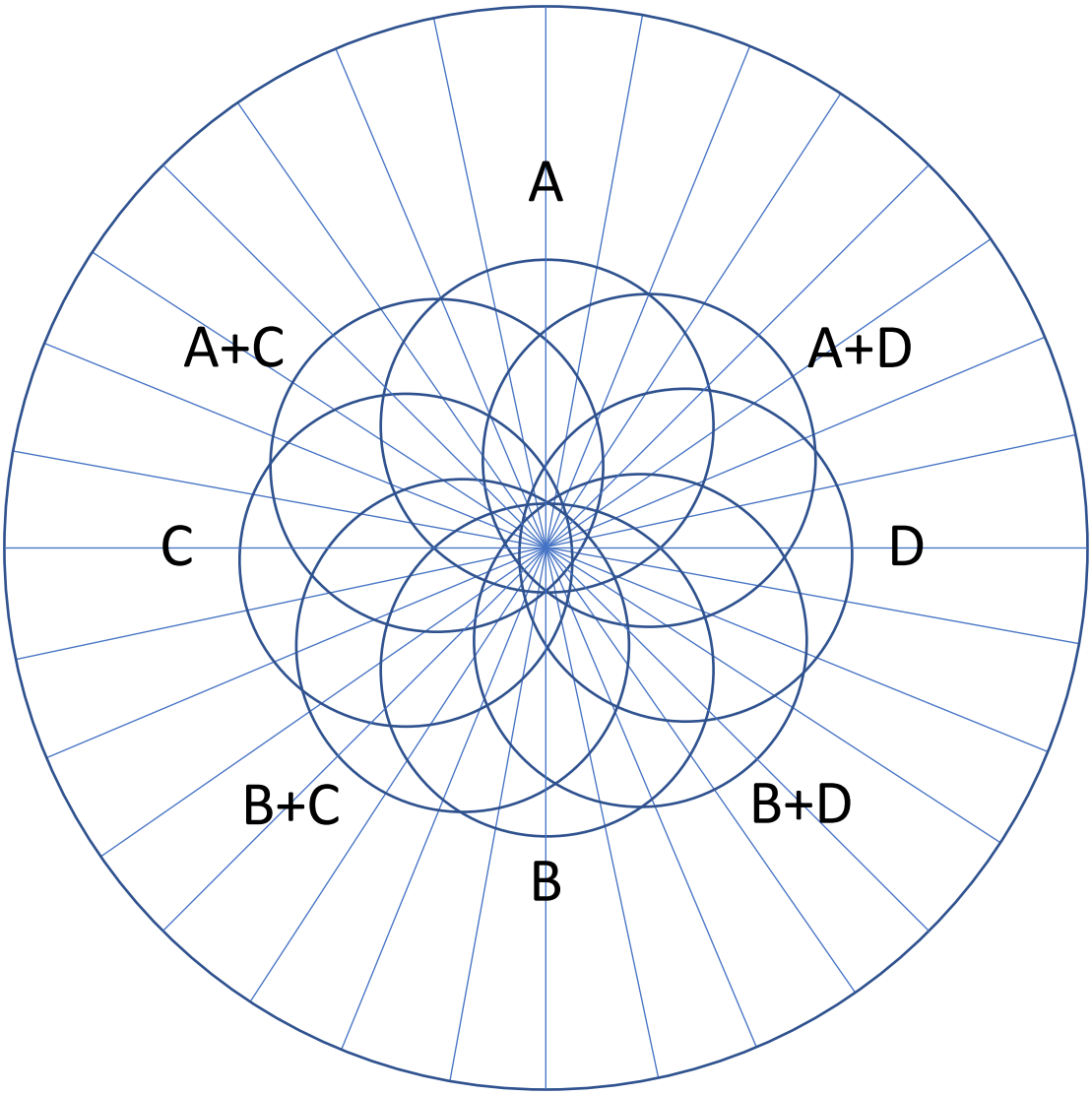
A=4 x B=4 x C=4 x D=4 x E=4
= 1024



A=4 x B=4 x C=4 x D=4 x E=4 x F=4 = 4096

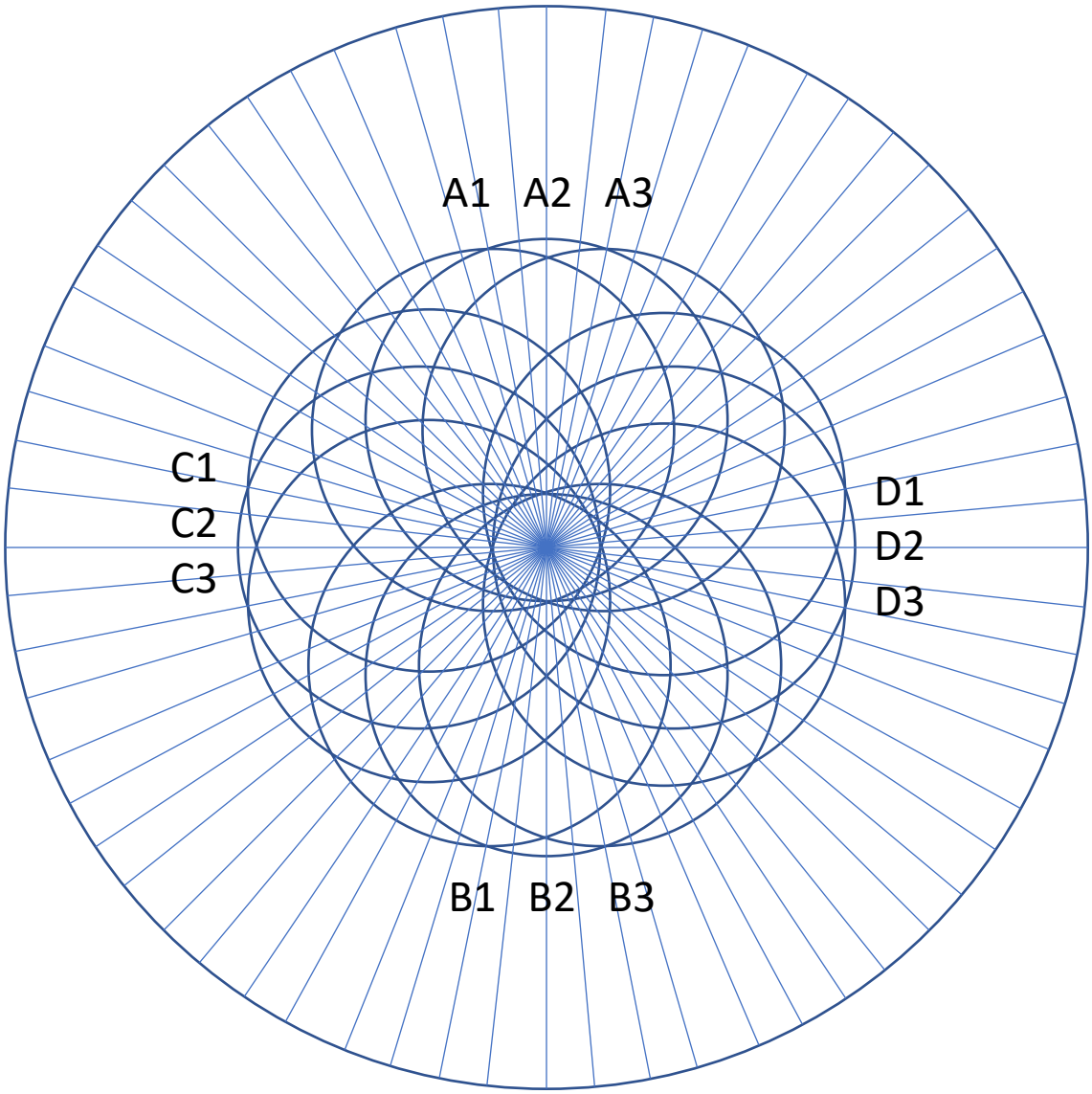


4 x 4 x 4 x 4 x 4 x 4 x 4 x 4 = 65 536



4 x 4 x 4 x 4 x 4 x 4 x 4 x 4 x 4 x 4 x 4 x 4 =
16 777 216

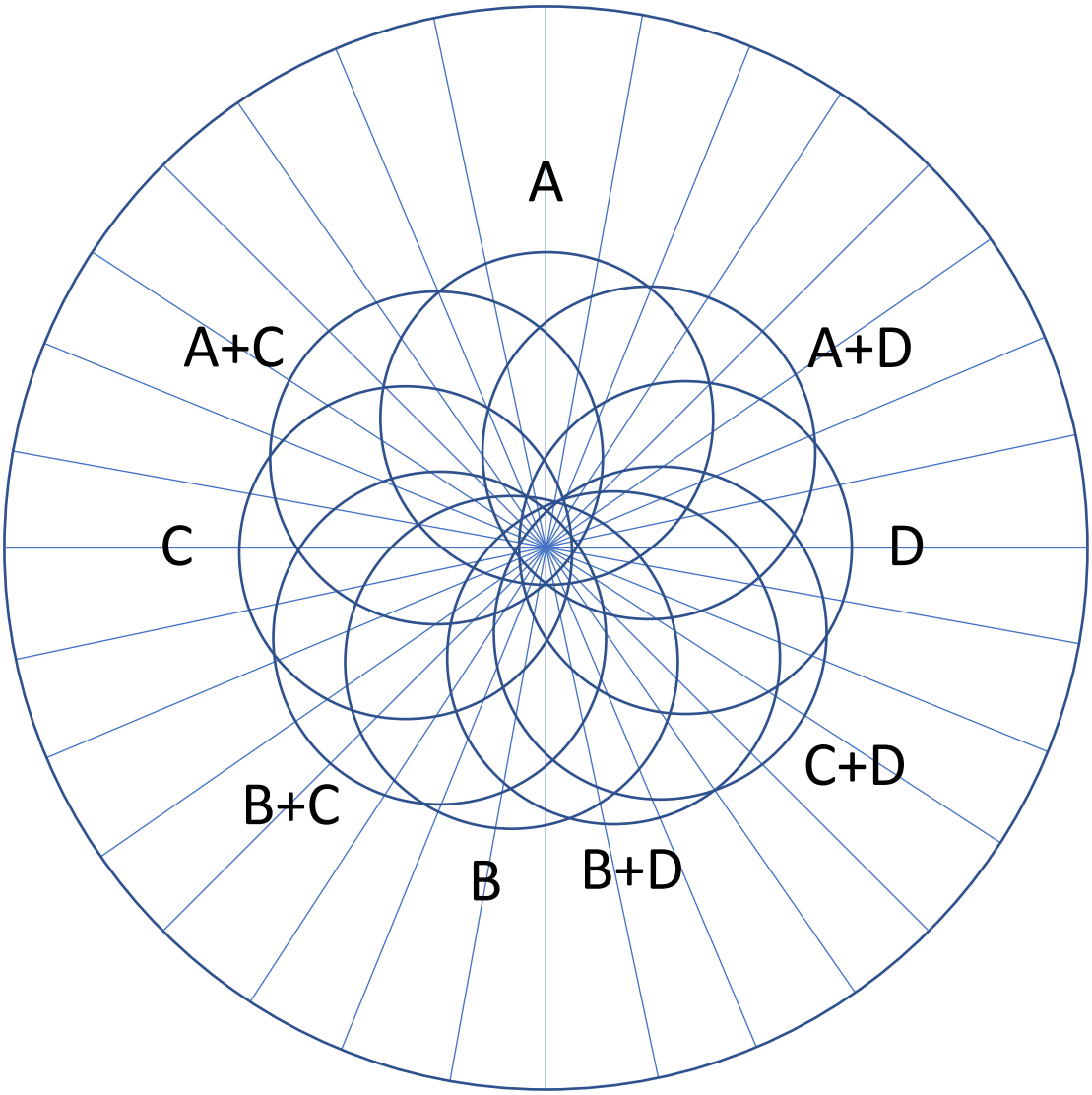
The next one is 20 laps.



Supercomputer in your notebook (requires development of rules, procedures, algorithms): 6 circles: 24 divisions outside the flower and in the center, 30 petals divided into 4 parts (a+ = 5 * 4, b+ = 5 * 4, c+ = 5 * 4, -a+ = 5 * 4, -b+ = 5 * 4, -c+ = 5 * 4) ...

A possible formula could combine these states logically, e.g.,
F=(A1∧A2∧A3)∨(B1∧B2∧B3)∨(C1∧C2∧C3)∨(D1∧D2∧D3)

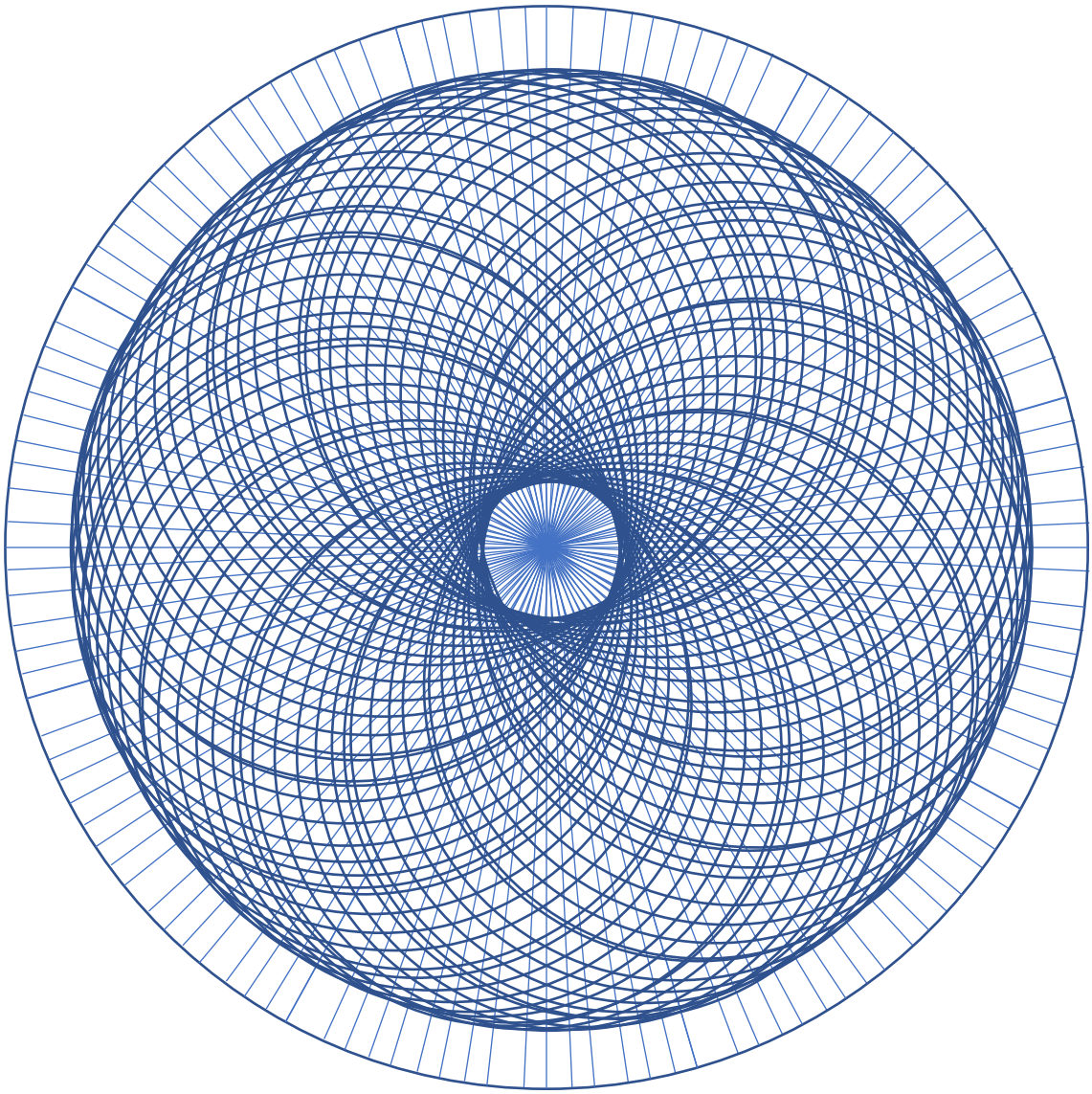
4 x 4 x 4 x 4 x 4 x 4 x 4 x 4 x 4 = 262 144



48^4 = 5 308 416

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12

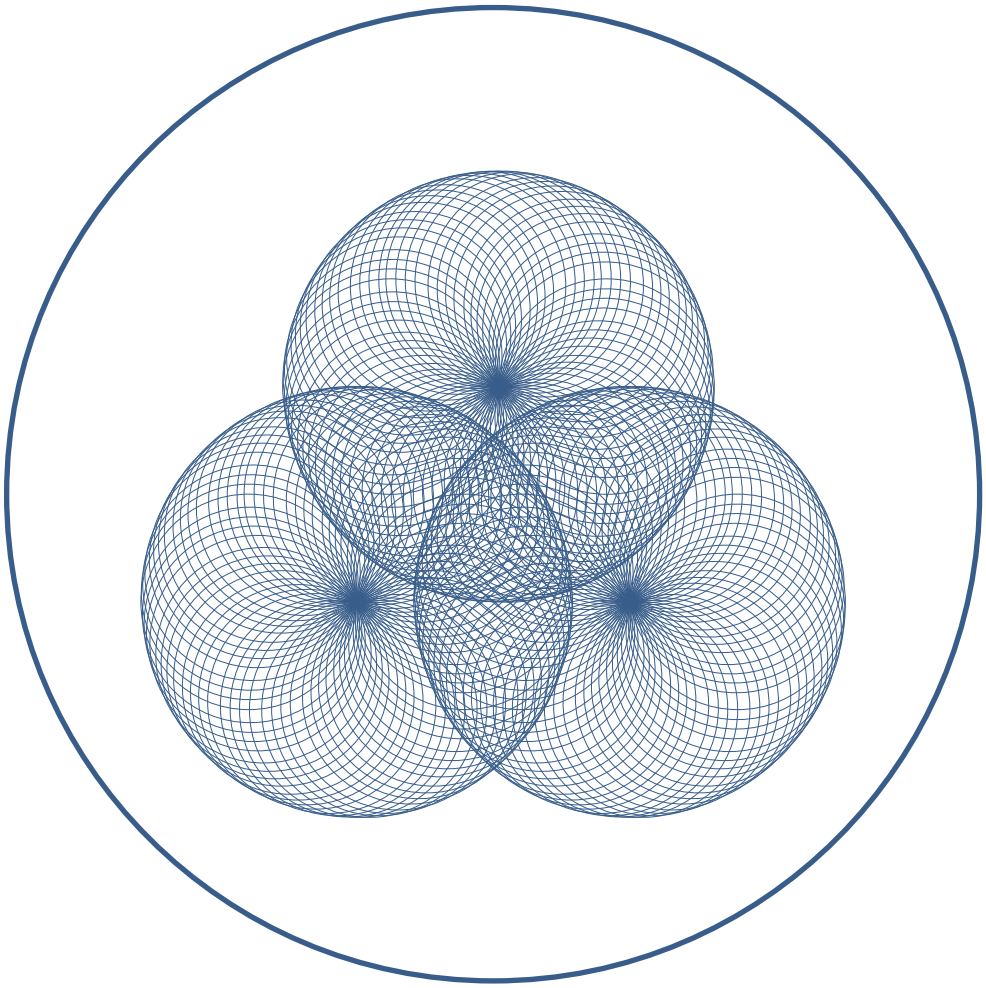
C1
C2
C3
C4
C5
C6
C7
C8
C9
C10
C11
C12

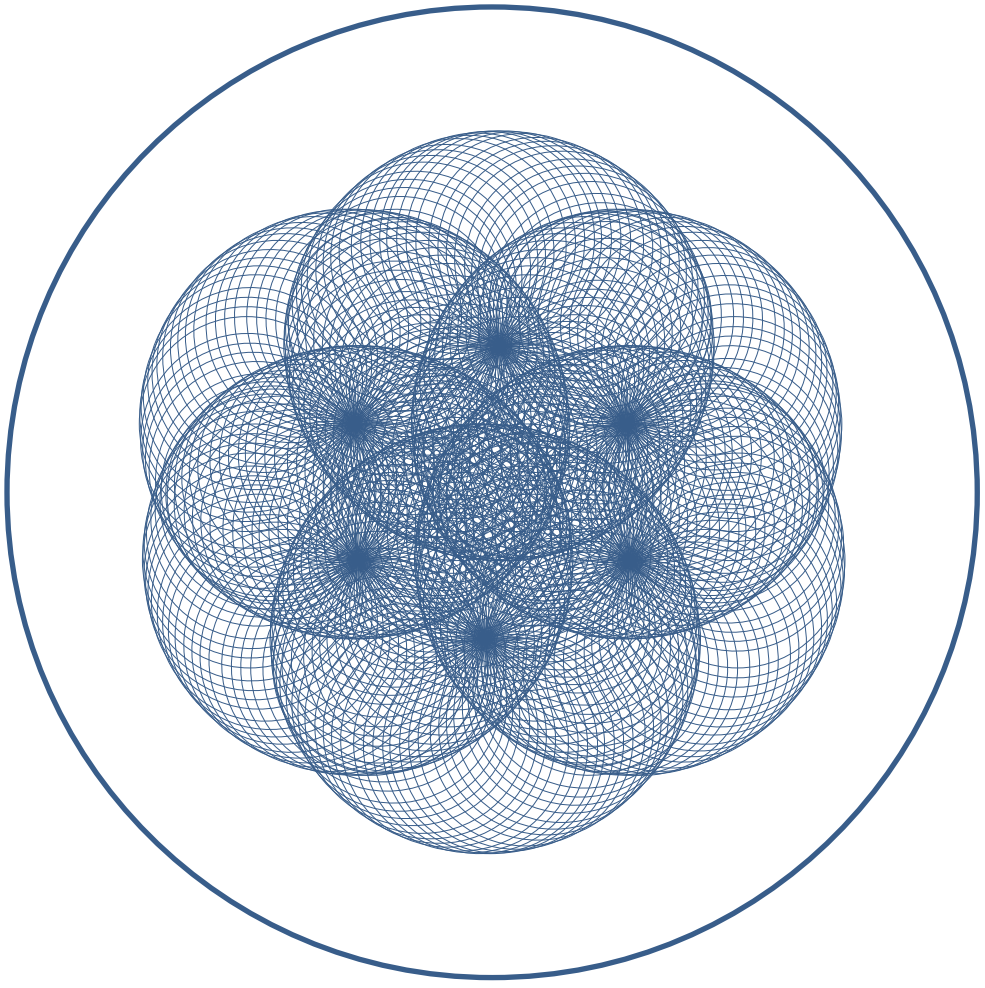


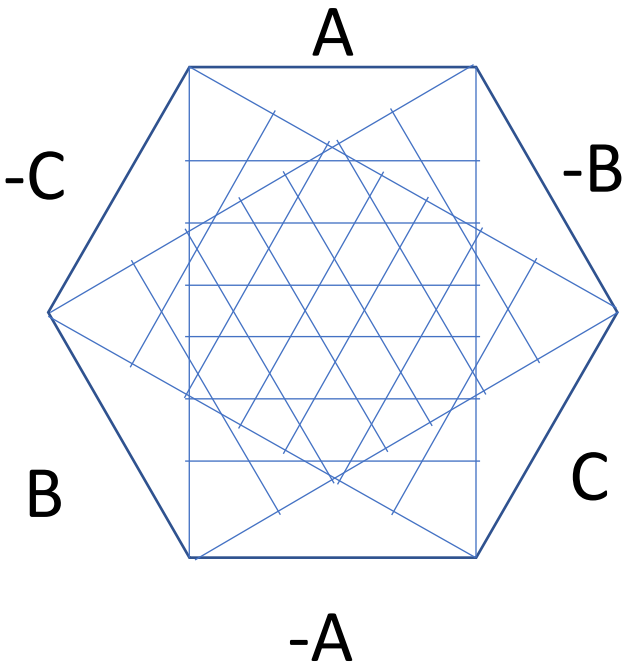
D1
D2
D3
D4
D5
D6
D7
D8
D9
D10
D11
D12

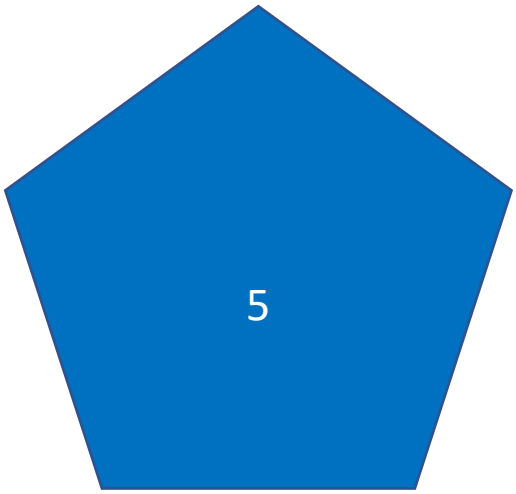
B1 B2 B3 B4 B5 B6 B7 B8 B9 B10 B11 B12

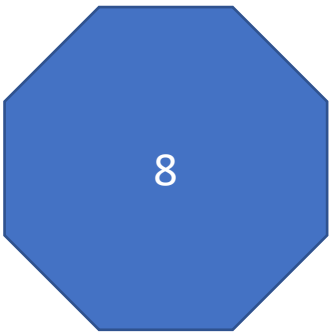
3 - 6 - 9 - 12 -24 - 48

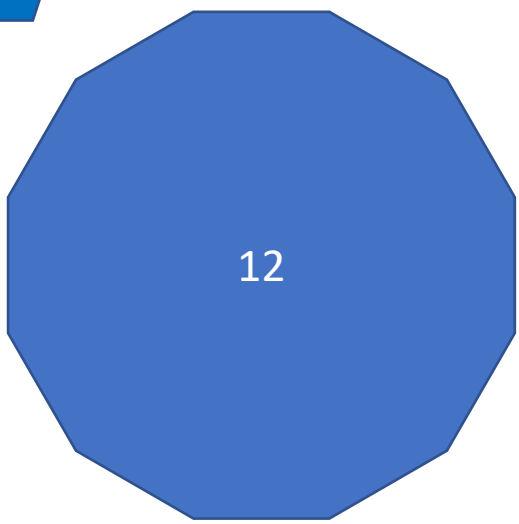












Calculation tables